

EQUIPMENT

Leather shirt (Cumbersome I)

Ornate recurve bow (Fine I, Rich I)

Long knife

2

SHILLINGS

The common coinage of the realm

DOSES

If you have a herbalist's bag, and the right talents, you can spend a dose from it to add a hit on a Medicine or Craft skill check

ADVANTAGES

Heirloom item: your bow is finely crafted and ornate. Made by a master craftsman back home, it is unlike anything seen in England.

DISADVANTAGES

2

AMMO

Spend an ammo load to add a hit when using a bow or sling, if you have no ammo loads left you can't use the weapon

NOTES

DESCRIPTION

Pierce: This item is especially good at penetrating armour. Invoke the Fates on a successful Harm Action to ignores 4 points of the target's armour.

Fine I: This item is well made and provides +ID to any skill checks when using it.

Rich I: This item is richly decorated and ornate. It provides +ID to any social skill checks where wealth might impress and a -ID penalty where displays of wealth would be a hindrance.

Cumbersome I: Subtract the Cumbersome rating from any Athletics or Vigour skill checks. This comes from your leather shirt.

Accurate: This weapon is accurate at greater ranges. It reduces any penalties due to range by -ID.

MOLESH

CHARACTER, the Archer

HOMEPLAYER

BACKGROUND

THEGNCHURLSERF

OUTSIDER

CRIMES

APOSTATECUTPURSEDESERTER

FENCEHERETICPEDLAR

POACHERPILLAGER

PORTRAIT

You're not from England. You were raised far away, in a warm country. You came here as a guard for a merchant caravan but you saw the atrocities committed against the people here and couldn't leave. Something has to be done.

CHARACTERISTICS

2	3	2	3	3
MIGHT	AGILITY	COOL	INSIGHT	CUNNING

SKILLS	SPECIALISATIONS
Accuracy	2
Athletics	1
Awareness	1
Brawl	
Craft	1
Diplomacy	
Knowledge	
Lore	
Medicine	
Melee	
Perform	
Ride	
Streetwise	
Survival	1
Vigour	

Rolled a 10? Pick one:

- ▶ Invoke the Fates
- ▶ gain 1 Resolve
- ▶ remove 1 Risk
- ▶ give 1 hit to another character

WOUNDS
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY

XP	RESOLVE

Invoke the Fates to add a hit, activate an item property or talent by:

- ▶ spending a point of Resolve,
- ▶ spending a 10, or
- ▶ gaining one or more Risk. If you gain 2+ Risk the GM gains 1 Doom

DEFENCE

3	0	1
ARMOUR	SHIELD	PARRY

Subtract Armour from any damage you take

Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

RISK

ENDURANCE				8								
0	1	2	3	4	5	6	7	8	9	10	11	12

WEAPONS

WEAPON	SKILL	RANGE	DMG	PROPERTIES
Recurve Bow	Accuracy	Long	6	Accurate, Fine 1, Insight, Pierce, Rich 1, Two Handed
Long Knife	Melee	—	4	Agility, Cunning, Parry 1, Pierce

TALENTS

Deadeye: Whenever you make an Aim Maneuver you gain +2D instead of +1D. All other Aim rules apply.

Experience Spends

During the adventure you will gain eXperience Points which can be spent to add the following to your character sheet:

Camouflage (5xp): When performing a Misdirect Action you may hide one willing ally who is within Short range of you. This doesn't use the character's Action.

Skill specialisation (5xp): Add Bow to the specialisation area for the Accuracy skill. When a specialisation applies, gain +1D.

Volley (10xp): After making a successful ranged attack with a sling or bow you may use your Reaction to spend an ammo load to make an additional attack with the same weapon at the same target or another target at the same range.

EQUIPMENT

Padded shirt

Breastplate (Cumbersome 2)

Helm

Mattock

ADVANTAGES

Giant: You are larger than average, standing a head taller than everyone else. All attacks you make with the Brawl or Melee skills gain the Heavy 1 property and you begin the game with +1 Endurance.

DISADVANTAGES

1

SHILLINGS

The common coinage of the realm

DOSES

If you have a herbalist's bag, and the right talents, you can spend a dose from it to add a hit on a Medicine or Craft skill check

AMMO

Spend an ammo load to add a hit when using a bow or sling, if you have no ammo loads left you can't use the weapon

NOTES

DESCRIPTION

Bludgeoning: This weapon is effective against mail armour. On a successful Harm Action against a target wearing mail, Invoke the Fates to inflict 2 points of damage ignoring armour.

Cumbersome 2: Subtract the Cumbersome rating from any Athletics or Vigour skill checks.

Breastplate: Your breastplate allows you to ignore the effect of Pierce and Savage.

Stagger: On a successful Harm Action Invoke the Fates to knock your target prone. They can resist with a Might (Athletics) skill check with a Difficulty equal to your Might.

Heavy 1 or 2: This weapon has powerful blows. When a target uses their Parry or Shield Reaction ignore the penalty up to the ranks in Heavy.

MOLESHHEAD

CHARACTER, the Giant

HOMEPLAYER

BACKGROUND

THEGNCHURLSERF

OUTSIDER

CRIMES

APOSTATECUTPURSEDESERTER

FENCEHERETICPEDLAR

POACHERPILLAGER

PORTRAIT

You stand a head taller than your fellows and every Norman soldier sees you as a target — either someone to use as an example or to prove how tough they are. They push you. And now you push back.

CHARACTERISTICS

4	2	3	2	2
MIGHT	AGILITY	COOL	INSIGHT	CUNNING

SKILLS	SPECIALISATIONS
Accuracy	
Athletics	1
Awareness	
Brawl	1
Craft	1
Diplomacy	
Knowledge	
Lore	
Medicine	
Melee	3
Perform	
Ride	
Streetwise	
Survival	
Vigour	2

Rolled a 10? Pick one:

- ▶ Invoke the Fates
- ▶ gain 1 Resolve
- ▶ remove 1 Risk
- ▶ give 1 hit to another character

WOUNDS
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY

XP	RESOLVE

Invoke the Fates to add a hit, activate an item property or talent by:

- ▶ spending a point of Resolve,
- ▶ spending a 10, or
- ▶ gaining one or more Risk. _____ If you gain 2+ Risk the GM gains 1 Doom

DEFENCE		
5	0	0
ARMOUR	SHIELD	PARRY

Subtract **Armour** from any damage you take

Use your **Shield** or **Parry** as a *Reaction* to subtract dice from your opponent's dice pool

Subtract Armour from any damage you take
Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

RISK												
ENDURANCE				9								
0	1	2	3	4	5	6	7	8	9	10	11	12

WEAPONS

WEAPON	SKILL	RANGE	DMG	PROPERTIES
Mattock	Melee	—	6	Bludgeoning, Heavy 1 (2), Stagger, Two Handed
(Club	Melee	—	4	(Heavy 1), Stun)

TALENTS
Berserk 1: As an Incidental gain Risk up to ranks in the Berserk talent. For each point of Risk gained add +1D to any Harm attack Action using the Brawl or Melee skills until the end of the encounter. While Berserk is active you do +2 damage with Brawl or Melee attacks and may not use a defensive Reaction such as Shield or Parry. Any attacks made against you while you're Berserk gain the same dice bonus as you gain.
Giant: You are larger than average, standing a head taller than everyone else. All attacks you make with the Brawl or Melee skills gain the Heavy 1 property, which is added in brackets to your weapons above.

Experience Spends

During the adventure you will gain eXperience Points which can be spent to add the following to your character sheet:

Pommel Strike (5xp): When you're armed with a Two Handed weapon you may use your Reaction to attack an enemy at Melee range with the butt of your weapon, immediately after they have made an attack. Use the club profile for the weapon.

Skill specialisation (5xp): Add Mattock to the specialisation area for the Melee skill. When a specialisation applies, gain +1D.

Berserk 2 (10xp): Gain an additional rank in the Berserk talent.

EQUIPMENT

Heirloom long sword (Fine 1, Rich 1)

Mail shirt (Cumbersome 2, Mail)

Helm

Rich clothing (Rich 1)

ADVANTAGES

Heirloom item: your sword is finely crafted and ornate and has been passed down in your family for generations.

DISADVANTAGES

Wanted: You are wanted for your crimes. The GM begins the game with 1 point of Doom.

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SHILLINGS

The common coinage of the realm

DOSES

If you have a herbalist's bag, and the right talents, you can spend a dose from it to add a hit on a Medicine or Craft skill check

AMMO

Spend an ammo load to add a hit when using a bow or sling, if you have no ammo loads left you can't use the weapon

NOTES

DESCRIPTION

Cumbersome 2: Subtract the Cumbersome rating from any Athletics or Vigour skill checks.

Pierce: This item is good at penetrating armour. Invoke the Fates on a successful Harm Action to ignores 4 points of the target's armour.

Fine 1: This item is well made and provides +1D to any skill checks when using it.

Rich 2: Your equipment is richly decorated and ornate. It provides +2D to any social skill checks where this might impress and -2D to penalty where displays of wealth would be a hindrance.

Versatile: Your sword can be used one or two handed. If used in two hands it gains +1 damage and the Heavy 1 property but can only use the Might characteristic for Harm Actions.

Heavy 1: This weapon has powerful blows. When a target uses their Parry or Shield Reaction ignore the penalty up to the ranks in Heavy.

Mail: Mail is heavy and noisy. Any skill checks relating to stealth take a penalty equal to the Cumbersome rating of any equipment carried. You ignore the effects of Savage.

MOLESHIELD

CHARACTER

, the Noble

HOME

PLAYER

BACKGROUND

THEGN

CHURL

SERF

OUTSIDER

CRIMES

APOSTATE

CUTPURSE

DESERTER

FENCE

HERETIC

PEDLAR

POACHER

PILLAGER

PORTRAIT

If things had been a little different, if the Normans hadn't invaded, if your people had fought a little harder, Durringham and the lands surrounding it would have been yours to rule. Instead you've served in mercenary bands on the continent before deserting and returning home to try and take back what is yours.

CHARACTERISTICS

3	2	3	3	2
MIGHT	AGILITY	COOL	INSIGHT	CUNNING

SKILLS	SPECIALISATIONS
Accuracy 1	
Athletics	
Awareness	
Brawl	
Craft	
Diplomacy 1	
Knowledge	
Lore	
Medicine	
Melee 2	
Perform	
Ride 1	
Streetwise	
Survival	
Vigour 1	

XP	RESOLVE

Invoke the Fates to add a hit, activate an item property or talent by:

- ▶ spending a point of Resolve,
- ▶ spending a 10, or
- ▶ gaining one or more Risk. If you gain 2+ Risk the GM gains 1 Doom

DEFENCE

4	0	1
ARMOUR	SHIELD	PARRY

Subtract Armour from any damage you take

Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

RISK

ENDURANCE 8

0	1	2	3	4	5	6	7	8	9	10	11	12

WEAPONS

WEAPON	SKILL	RANGE	DMG	PROPERTIES
Long Sword	Melee	—	5/6	Fine 1, (Heavy 1), Rich 1, Parry 1, Pierce, Versatile

WOUNDS

VALUE	PENALTY
VALUE	PENALTY
VALUE	PENALTY
VALUE	PENALTY
VALUE	PENALTY
VALUE	PENALTY

TALENTS

Brace: When an enemy takes a Move Maneuver to move into Melee range with you, you may use your Reaction to make an attack against them. This is resolved before they take another Action or Maneuver.

Experience Spends

During the adventure you will gain eXperience Points which can be spent to add the following to your character sheet:

Riposte (5xp): Whenever you use a Shield or Parry Reaction against a Melee or Brawl attack, your attacker gains 1 Risk.

Skill specialisation (5xp): Add Long Sword to the specialisation area for the Melee skill. When a specialisation applies, gain +1D.

Debilitating Blow (10xp): On a successful Harm attack Action, Invoke the Fates to cause your target to suffer a -1D penalty to all skill checks until the end of the encounter.

EQUIPMENT
Brigandine (Cumbersome 2)
Light crossbow
Mace
Robes
Crucifix

ADVANTAGES

DISADVANTAGES
Punished: In the past you have been captured and punished by the Normans with the removal of one of your hands. You can't use any weapon with the Two Handed property and suffer a -2D penalty to any skill check where two hands would be beneficial.

5
SHILLINGS
The common coinage of the realm

DOSES
If you have a herbalist's bag, and the right talents, you can spend a dose from it to add a hit on a Medicine or Craft skill check

2
AMMO
Spend an ammo load to add a hit when using a bow or sling, if you have no ammo loads left you can't use the weapon



CHARACTER

, the Priest

HOME

PLAYER

BACKGROUND		
THEGN	CHURL	SERF
OUTSIDER		
CRIMES		
APOSTATE	CUTPURSE	DESERTER
FENCE	HERETIC	PEDLAR
POACHER	PILLAGER	

PORTRAIT

NOTES

DESCRIPTION

Bludgeoning: This weapon is effective against mail armour. On a successful Harm Action against a target wearing mail, Invoke the Fates to inflict 2 points of damage ignoring armour.

Stun: On a successful Harm attack Invoke the Fates to stun your opponent. Stunned character's can't add their characteristic to any skill checks on their next Turn.

Cumbersome 2: Subtract the Cumbersome rating from any Athletics or Vigour skill checks.

Crucifix: Anyone carrying a crucifix gains protection from unholy or dead spirits and the Difficulty of attacks made against you by such creatures is increased by +2.

Pierce: This item is good at penetrating armour. Invoke the Fates on a successful Harm Action to ignores 4 points of the target's armour.

You were a priest and you had a nice cosy life in a nice cosy church. But more and more people kept coming to you in need and you got angry. You killed a Norman knight for beating a serf and you lost a hand for it. Now you're on the run and you don't see the meek inheriting the earth any time soon so you mete out your own flavour of justice with mace and crossbow.

CHARACTERISTICS

3	2	3	4	2
MIGHT	AGILITY	COOL	INSIGHT	CUNNING

SKILLS	SPECIALISATIONS
Accuracy	1
Athletics	
Awareness	
Brawl	
Craft	
Diplomacy	1
Knowledge	2
Lore	1
Medicine	1
Melee	
Perform	1
Ride	
Streetwise	
Survival	1
Vigour	1

XP	RESOLVE

Invoke the Fates to add a hit, activate an item property or talent by:

- ▶ spending a point of Resolve,
- ▶ spending a 10, or
- ▶ gaining one or more Risk.

If you gain 2+ Risk the GM gains 1 Doom

DEFENCE

4	0	0
ARMOUR	SHIELD	PARRY

Subtract Armour from any damage you take

Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

RISK

ENDURANCE 8

0	1	2	3	4	5	6	7	8	9	10	11	12

WEAPONS

WEAPON	SKILL	RANGE	DMG	PROPERTIES
Light Crossbow	Accuracy	Medium	4	Insight, Pierce
Mace	Melee	—	5	Bludgeoning, Stun

TALENTS

Of the Cloth: Everyone knows that God will punish those who attack his priests. While you are wearing the robes of your order any attackers of the Christian faith suffer a -2D penalty on their attack rolls.

Experience Spends

During the adventure you will gain eXperience Points which can be spent to add the following to your character sheet:

Motivate (5xp): As an Action make a Cool (Perform) skill check. If successful, a number of allies equal to the hits rolled within Short range may reduce their Risk by 2.

Skill specialisation (5xp): Add Crossbow to the specialisation area for the Accuracy skill. When a specialisation applies, gain +1D.

Ward (10xp): Your faith protects you and those around you from the touch of death and evil magics. As an Action make a Cool (Vigour) roll. If successful, each hit can be spent to increase the Difficulty of any magic cast or any attacks by dead or unholy creatures within Short range of you. Once a hit has been spent it is gone.

EQUIPMENT

Leather shirt (Cumbersome I)

Tool kit

Mace

Wooden round shield

Sling

ADVANTAGES

Small: You are shorter than average, standing below the shoulder height of most people. You begin the game with 1 rank in the Dodge Talent but may not use any Melee weapon with the Two Handed property.

DISADVANTAGES

4

SHILLINGS

The common coinage of the realm

DOSES

If you have a herbalist's bag, and the right talents, you can spend a dose from it to add a hit on a Medicine or Craft skill check

2

AMMO

Spend an ammo load to add a hit when using a bow or sling, if you have no ammo loads left you can't use the weapon

NOTES

DESCRIPTION

Savage: This weapon causes nasty wounds. On a successful Harm Action Invoke the Fates. Any damage that gets through the target's armour is doubled.

Stun: On a successful Harm attack Invoke the Fates to stun your opponent. Stunned character's can't add their characteristic to any skill checks on their next Turn.

Cumbersome I: Subtract the Cumbersome rating from any Athletics or Vigour skill checks.

MOLESHHEAD

CHARACTER, the Thief

HOMEPLAYER

BACKGROUND

THEGNCHURLSERF

OUTSIDER

CRIMES

APOSTATECUTPURSEDESERTER

FENCEHERETICPEDLAR

POACHERPILLAGER

PORTRAIT

You're small and wily and grew up in Durringham. You fell in with a crew who put your small size to good use. You got in and out of places and brought a few valuables back with you. But the Normans found out and your old crew were captured or killed. You got away and are surviving the best you can in the wilderness.

CHARACTERISTICS

3	2	2	2	4
MIGHT	AGILITY	COOL	INSIGHT	CUNNING

SKILLS	SPECIALISATIONS
Accuracy	
Athletics	1
Awareness	
Brawl	
Craft	1
Diplomacy	1
Knowledge	1
Lore	
Medicine	
Melee	
Perform	
Ride	
Streetwise	1
Survival	1
Vigour	

XP	RESOLVE

Invoke the Fates to add a hit, activate an item property or talent by:

- ▶ spending a point of Resolve,
- ▶ spending a 10, or
- ▶ gaining one or more Risk. _____ If you gain 2+ Risk the GM gains 1 Doom

DEFENCE

3	3	0
ARMOUR	SHIELD	PARRY

Subtract Armour from any damage you take
Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

RISK

ENDURANCE 8

0	1	2	3	4	5	6	7	8	9	10	11	12

WEAPONS

WEAPON	SKILL	RANGE	DMG	PROPERTIES
Axe	Melee	—	5	Savage
Sling	Accuracy	Medium	5	Agility, Stun

TALENTS

Ambush: You may use Cunning instead of Might when performing a Harm attack Action if your target is unaware of you. Your target is automatically aware of you after the attack.

Dodge I: You are swift and difficult to hit. You add your ranks in the Dodge talent to your Shield rating.

Experience Spends

During the adventure you will gain eXperience Points which can be spent to add the following to your character sheet:

Camouflage (5xp): When performing a Misdirect Action you may hide one willing ally who is within Short range of you. This doesn't use the character's Action.

Skill specialisation (5xp): Add Convince to the specialisation area for the Diplomacy skill. When a specialisation applies, gain +1D.

Dodge (10xp): Gain an additional rank in the Dodge talent, increasing your Shield rating to 4.

EQUIPMENT

Herbalist's bag

Padded shirt

Staff

Adderstone

6

SHILLINGS

The common coinage of the realm

2

DOSES

If you have a herbalist's bag, and the right talents, you can spend a dose from it to add a hit on a Medicine or Craft skill check

ADVANTAGES

DISADVANTAGES

AMMO

Spend an ammo load to add a hit when using a bow or sling, if you have no ammo loads left you can't use the weapon



CHARACTER

, the Witch

HOME

PLAYER

BACKGROUND

THEGNCHURLSERF

OUTSIDER

CRIMES

APOSTATECUTPURSEDESERTER

FENCEHERETICPEDLAR

POACHERPILLAGER

PORTRAIT

NOTES

DESCRIPTION

Stagger: On a successful Harm Action Invoke the Fates to knock your target prone. They can resist with a Might (Athletics) skill check with a Difficulty equal to your Might.

Stun: On a successful Harm attack Invoke the Fates to stun your opponent. Stunned character's can't add their characteristic to any skill checks on their next Turn.

Adderstone: An adderstone is any stone with a naturally occurring hole through it. It gives you +2D to resist any magics used to harm you.

They say what you do is magic and call it unholy. They say you trade with devils for power and take the form of beasts and run with them in the wild. They would burn you if ever they caught you. Yet they still come to you for remedies for their ailments and who would you be to deny them?

CHARACTERISTICS

2	2	3	4	2
MIGHT	AGILITY	COOL	INSIGHT	CUNNING

SKILLS	SPECIALISATIONS
Accuracy	
Athletics	
Awareness	1
Brawl	
Craft	2
Diplomacy	1
Knowledge	
Lore	2
Medicine	1
Melee	
Perform	
Ride	
Streetwise	
Survival	1
Vigour	1

Rolled a 10? Pick one:

- ▶ Invoke the Fates
- ▶ gain 1 Resolve
- ▶ remove 1 Risk
- ▶ give 1 hit to another character

WOUNDS
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY
VALUE PENALTY

XP	RESOLVE

Invoke the Fates to add a hit, activate an item property or talent by:

- ▶ spending a point of Resolve,
- ▶ spending a 10, or
- ▶ gaining one or more Risk. _____ If you gain 2+ Risk the GM gains 1 Doom

DEFENCE		
2	0	3
ARMOUR	SHIELD	PARRY

Subtract **Armour** from any damage you take

Use your **Shield** or **Parry** as a *Reaction* to subtract dice from your opponent's dice pool

Subtract Armour from any damage you take

Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

ENDURANCE				RISK								
8												
0	1	2	3	4	5	6	7	8	9	10	11	12

WEAPONS

WEAPON	SKILL	RANGE	DMG	PROPERTIES
Staff	Melee	—	4	Parry 3, Stagger, Stun, Two Handed

TALENTS
Apothecary: You are adept at making potions and unguents and have several available. You may spend a dose from your herbalist's bag to use one of the following:
Smoke: As an Action make a Cunning (Craft) skill check to fill the area with smoke. All characters within Short range gain +2D to stealth skill checks and -2D to Awareness and Accuracy skill checks. This lasts for a number of Turns equal to the hits rolled.
Flash: As an Action make a Might (Craft) skill check to ignite a flash. All characters within Short range must succeed on a Cool (Vigour) skill check with a Difficulty equal to the hits rolled or be Stunned for two Turns. If you warn your allies they gain +1D to resist the effects.
Stimulant: When drunk the imbiber gains +2D to one characteristic and gains 1 Risk. This effect lasts until the end of the encounter.

Experience Spends

During the adventure you will gain eXperience Points which can be spent to add the following to your character sheet:

Prepared (5xp): Increase the doses in your herbalists's bag to 3.

Skill specialisation (5xp): Add Potions to the specialisation area for the Craft skill. When a specialisation applies, gain +1D.

Speak Rune (10xp): You may speak a rune into the air. As an Action, choose a skill and a target character or Minion group within Short range. On a successful Agility (Craft) skill check the target gains a bonus or penalty (your choice) to the chosen skill, equal to the number of hits rolled. The effect lasts until used or the end of the scene. On a failed roll the GM adds 2 points to the Doom pool.