

Ability Scores	
Strength (STR)	Melee ATK Physical Strength.
Dexterity (DEX)	Ranged ATK Hand Skill
Agility (AGI)	DEF rolls Climbing, Moving
Constitution (CON)	HP Overall Health
Wits (WIT)	Initiative Sharpness of mind
Intelligence (INT)	Arcane SPL Knowledge, Logic
Willpower (WIL)	Divine SPL Mental Fortitude
Charisma (CHA)	Witchcraft Force of personality
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Hit Points (HP)	HD + CON + WIL
Defence Rating (DR)	Add to DEF rolls

Magick	
SPL Roll	DC10+SPL Level. If fail, can't cast same spell until rest
Focusing	Reroll SPL if take DMG or similar. Lose focus on fail.
Learn Arcane	DC10+SPL Level/INT check. 1 per day
Learn Divine	Must be Devoted. 100gp per SPL level.
Learn Witchcraft	DC10+SPL level/WIL or gain 1d4 CP

Critical Hit Location (d100)	
01-39	Leg
40-59	Off-Arm
60-79	Main Arm
80-99	Body
00	Head

Advancement	
Level Up	100 x Level XP
HP Increase	Roll HD x level. If the total is higher than base HP, increase.
Score Increase	Roll d20 for each score. If higher, raise by 1

Criticals	
Crit. Fail	Weapon breaks, spells backfire
Crit. Success	Double Damage or effect
<i>Target suffers an injury after critical hit.</i>	

Races (d100)				
Roll	Name	HD	Bonus	
1-84	Human	d6	Extra talent or +2	
85-94	Dwarf	d8	+2 CON & Max HP	
95-99	Wood Elf	d6	+2 to Ranged ATK	
00	High Elf	d6	+2 to SPL Rolls	
<i>If chosen randomly, gain 50xp at start</i>				

Currency			
1 Gold (G)	20 Silver (S)	240 Brass (B)	
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Combat	
Melee ATK	d20+STR
Ranged ATK	d20+DEX
Defence (DEF)	d20+AGI against ATK
Momentum (M.)	+1 to a roll, stacks
Gain M. (All)	Succesfull ATK, SKL etc.
Lose M. (All)	Fail opposed roll, gain condition, suffer damage, skip fighting etc.
Advantage	Roll 2 times, take highest

Gameplay	
Advantage (Adv.)	Gain +1 bonus on a roll
Dice Adv.	Roll 2 times, take highest.
Corruption Point (CP)	Gain mutation. Max CON + WIL
Dark Dice (d6)	Add to ATK, DEF, DMG, SPL, SKL rolls or reduce d6 incoming DMG.
Death	At 0HP, 1d4+CON. DC15 INT to stabilize. Insta-death if -CON score HP.
Distances	<i>Close:</i> 5ft, <i>Near:</i> 30ft, <i>Far:</i> 60+
Fate Point	Defy odds, Dont die.
Resting	Roll HD your level times

Armor		
Type	Bonus	Weight
Light	+1 DR	1
Medium	-1 DMG	2
Heavy	-1 DR, -3 DMG	3
Shield	+2 DR	2

Weapons (WPN)		
Type	Damage	Weight
One-Handed	d4, d6, d8	1
Two-Handed	d10-d12	2
Light Ranged	d4, d6	1
Heavy Ranged	d8, d10	2
Improvised weapon (1d4-1): 1:6 chance to break.		
Firearms: Misfire on 1, Force moral check each shot.		
Reloading: Skip moving to reload		

