

CHARACTER CREATION CHECKLIST

- » **Virility:** 3
- » **Dangerous and Exciting:** distribute 25 points
- » **Horny and Aggro:** 1D6 each
- » **Tricks:** pick 7
- » **Strengths:** pick 3, or 4 Strengths and 1 Weakness, two Strengths make one STRENGTH!
- » 1–2 characteristics and one goal
- » **Bonds:** up to 2 players pick 3, from 3 players pick 2
- » 1 personal weapon

TRICKS

FIGHTING:	WOOING:
Chest Shot	Charm
Counterattack	Fluster
Disarm	Electrify
Double Strike	Emotions
Feint	Gift
Hard as Stone	Laugh at Yourself
Hurl Weapon	Passion
Reflex	Routine
Routine	Tough Man
Shieldcleaver	
Thunderstrike	
Unhorse	

EXPERIENCE

adding a trick	3 experience points
adding a new strength	6 experience points
adding a new STRENGTH!	12 experience points
buying off a weakness	6 experience points
increasing your basic Dangerous score by 1 point	6 experience points
increasing your basic Exciting score by 1 point	6 experience points

WEAPONS

Weapon Name	Damage	Notes
Axe	+2	1 free "Thunderstrike" per fight
Axe (two-handed)	+4	1 free "Thunderstrike" and 1 free "Shieldcleaver" per fight
Bow	+2	Ranged weapon
Club	+1	-
Dragon Spear	+6	+1D6 on defense (due to the shield); must be wielded by two fighters, both of whom spend actions, but one rolls his dice in support only while the other rolls the actual attack/defense checks
Foreign Sword/Saber	+2	1 free "Feint" per fight
Foreign Sword/Saber (two-handed)	+3	1 free "Feint" per fight
Knife/Dagger	+1	-
Mace	+1	-
Morningstar	+3	1 free "Disarm" per fight, -1D6 on defense; you cannot fight with two morningstars
Shield	-	+1D6 on defense
Spear	+2	1 free "Feint" per fight; may be used both in melee and ranged combat
Sword	+3	1 free "Feint" per fight; you cannot fight with two barbarian swords
Sword (two-handed)	+4	1 free "Feint" and 1 free "Shieldcleaver" per fight

TESTS CHECKLIST

- » Every rolled 4, 5, and 6 is a success
- » Bonus dice for:
 - » good description/roleplaying (max. 1 per scene)
 - » tactical advantage (1 per advantage)
 - » support (1 per success achieved by the supporter)
 - » outside of combat or wooing:
- » **Bonds:** 1 per bond
- » **Strengths:** 1 for a Strength, 2 for a STRENGTH!
- » **Weaknesses:** -1

COMBAT CHECKLIST

- » Whoever has the initiative attacks, the other defends.
- » Every attack and defense cost 1 point of Dangerous.
- » Bonds increase your Dangerous score.
- » In case of a hit, the weapon's damage bonus is added to the difference of successes achieved in order to determine Bloodshed.
- » Aggro dice may be used for any roll, up to a maximum of the character's Virility score.
- » Aggro points so used are turned into Experience.

ATTACK AND DEFENSE

Defender wins by 3 or more

Disaster. The attacker fumbles badly. The defender gains the initiative and gets +2D6 on his first attack.

Defender wins by 2

Missed Him. The attack fails quite impressively. The defender gains the initiative and gets +1D6 on his first attack.

Defender wins by 1

Well Parried. Skillfully deflecting the attacker's blow, the defender forces his opponent on the defensive and gains the initiative.

Draw

Crossed Blades. Weapons crossed, the two opponents stand still for a moment and pit their strength against each other. The attacker can break off or continue his attack at -1D6. Should he break off, the defender may take the initiative and attack at -1D6. If he does not want to press the attack either, the fight ends.

Attacker wins by 1

Under Pressure. The attacker gives the defender a lively time, thus gaining +1D6 on his next attack.

Attacker wins by 2

A Blow. The attacker's blade finds its mark. There is bloodshed, and the attacker may continue his attack.

Attacker wins by 3 or more

Heavy Blow. The defender has completely botched his defense, and the attacker hits him badly. There is bloodshed, and the attacker may immediately press the attack at +1D6.

GAINING THE INITIATIVE

No success	Caught Unawares! The attacker cannot make any use of the advantage he is offered by the defender's lack of defense and has to break off his attack to defend himself. The erstwhile defender gains the initiative and may attack now.
1 success	Too Hesitant. The attacker puts pressure on the defender with his strike, but does not manage to injure him. The defender gains the initiative, but has a penalty of -1D6 on his first attack.
2 successes	A Blow. The attacker hits the defender before the latter hits him. There is bloodshed, but the defender gains the initiative. He may now roll his attack, and the erstwhile attacker may defend himself.
3 or more successes	Heavy Blow. The attacker deals a truly heavy blow to the defender. There is bloodshed, and the defender is so dazed that his counterattack fails miserably. The attacker keeps the initiative and may immediately press the attack at +1D6.

AGGRO

You watch one or more women undressing or having sex	2 Aggro
A woman who has turned the tables or who is the love of your life screws you after you have done her a service	3 Aggro
You woo a woman (additional points for every item on the list that also applies) for every other woman that you try to lay at the same time for every woman who belongs to another warrior for every woman who is a drop-dead gorgeous piece for every woman who is a veritable goddess for every woman whom you really score (okay, one's enough)	4 Aggro +2 Aggro +2 Aggro +2 Aggro +3 Aggro +3 Aggro

BLOODSHED

up to 2 points of damage	Just a Scratch. A little blood flows or the defender has his eye blackened, but there are no consequences in game terms.
3 – 6 points of damage	Flesh Wound. A little more blood flows, but the wound is superficial. -2 points of Dangerous.
7 – 8 points of damage	Deep Wound. A lot of blood flows, and the injured character is visibly hurt, but not critically so. -4 points of Dangerous and -1D6 on all dice rolls in combat.
9 – 10 points of damage	Critical Wound. Blood gushes from the wound, bones shatter. Sinews are shredded, organs punctured. In short, it doesn't look good. The character loses the fight, simple as that. He goes down and can move at nothing but a crawl. Any checks he has to perform are rolled with a single D6. If he isn't helped soon, he will miserably bleed to death.
11 and more points of damage	Deadly Blow. The attacker dispatches his foe with a single, gory strike!

FOES TO SLAY

Opponent	Virility	Tricks	Dangerous	Exciting	Aggro	Horny
Sword fodder	1	0	3	0	0	0
Small but tough	2	1	6	6	1	1
Powerful	2	1	8	8	1	1
Dangerous	3	2	10	10	2	2
Evenly matched	3	4	13	13	4	4
Mighty	4	6	25	25	6	6
Epic	5	10+	50+	50+	12+	12+

If there is Bloodshed against sword fodder, use this table:

Up to 0:	Just a Scratch.	No consequences in game terms.
1-4:	Flesh Wound.	Dangerous -1
5-6:	Deep Wound.	Dangerous -2, Virility -1
7:	Critical Wound.	The defender loses the fight and is out of action.
8+:	Dead!	The attacker may describe how he strikes down the defender with one mean blow. They are not called sword fodder for nothing.

Opponents can also have Strengths and Weaknesses. An evenly matched opponent might have 1-3 Strengths, a mighty opponent perhaps has 2-4, and an epic opponent could have 4-6 Strengths.

Wild Beast	Virility	Tricks	Dangerous	Damage	Armor
Dog	2	0	5	+1	0
Horse	2	0	7	+2	0
Stag	2	1	8	+2	0
Wolf	2	1	10	+2	1
Eagle	2	1	10	+2	1
Bear	3	1	15	+3	1
Tiger	4	2	20	+3	1
Dragon	6	4	50	+5	2

The dragon depicted here is an average grown representative of its species. Juvenile dragons are a little weaker, but there are also much larger and stronger specimens out there.

WOOING CHECKLIST

- » He has the initiative for passes.
- » She has the initiative for rebuffs.
- » Every pass and every “defense” against a rebuff cost 1 point of Exciting.
- » Bonds increase a character’s Exciting score.
- » The woman’s Defiant score shifts with the situation.
- » The Exciting and Defiant scores are not reset when the wooing is interrupted unless there has been a decisive break.
- » Horny dice may be used for any roll, up to a maximum of the character’s Virility score.
- » Horny points so used are turned into Experience.

PASSES

Woman wins by 3 or more **Disaster.** He makes a complete fool of himself. She gains the initiative and gets +2D6 on her first rebuff.

Woman wins by 2 **Blunder.** He blows it. She gains the initiative and gets +1D6 on her first rebuff.

Woman wins by 1 **Not Good Enough.** He falters. She gains the initiative.

Draw **Short Silence.** He may break off or continue his advances at -1D6. Should he break off, she may begin a rebuff at -1D6. If she does not want to do that either, the two of them part ways for now.

Man wins by 1 **Something Stirs.** He has impressed her with his wooing and gains +1D6 on his next pass.

Man wins by 2 **She Responds.** He is on the right track. Attraction increases, and he may continue his wooing.

Man wins by 3 or more **She Responds Eagerly.** Obviously he knows just what this woman wants to hear (or feel). Attraction increases, and he may immediately press his advance at +1D6.

REBUFFS

Man wins by 3 or more	Disaster. She makes a complete fool of herself. He gains the initiative and gets +2D6 on his first pass.
Man wins by 2	Harmless. That's no way to make an impression. He gains the initiative and gets +1D6 on his first pass.
Man wins by 1	Not Frosty Enough. She falters. He gains the initiative.
Draw	Short Silence. She may break off or continue her rebuff at -1D6. Should she break off, he may begin a pass at -1D6. If he does not want to do that either, the two of them part ways for now.
Woman wins by 1	Nothing Stirs. Her unenthusiastic reaction has put him off his stride, and she gains +1D6 on her next rebuff.
Woman wins by 2	Rebuff. She has coolly put him in his place. Distance increases, and she may continue her rebuff.
Woman wins by 3 or more	Fierce Rebuff. That hurts. She makes him look really bad. Distance increases, she may immediately continue her rebuff at +1D6.

ATTRACTION

up to 1 point of Attraction	Mounting Tension. There is a tingle in the air, everyone is holding their breath, but there are no repercussions in game terms.
2 – 4 points of Attraction	Melting Ice. The woman shows clear signs of desire and might assent to a touch or a brief kiss. -2 points of Defiant.
5 – 7 points of Attraction	Blazing Fire. The woman can only barely restrain her desire. She agrees to intimate touches and passionate kisses. -4 points of Defiant and -1D6 on all dice rolls related to wooing.
8 and more points of Attraction	Irresistible! The woman immediately gives up all resistance and becomes his willing sex slave. The man may describe how she is completely enthralled by him and fulfills his every wish.

DISTANCE

up to 1 point of Distance	Decreasing Tension. The situation turns somewhat uncomfortable, but there are no repercussions in game terms.
2 – 4 points of Distance	Things Get Frosty. The woman reacts in a decidedly reserved manner and withdraws from bodily contact. -2 points of Exciting.
5 – 7 points of Distance	Wall of Ice. The woman reacts brusquely and in an extremely unfavorable manner. She will not even get him let close to her for now. -4 points of Exciting and -1D6 on all dice rolls related to wooing.
8 and more points of Distance	Unreachable! The woman utterly rejects the man. She will never be his, at least not in the foreseeable future.

THE RIGHT MOMENT

-3 Defiant	If the woman is drunk on thornapple wine.
-2 Defiant	If the woman is drunk, If she owes the man her life, If the man has had her before.
-1 Defiant	During the fertility rites, If the woman has reason to be grateful to the man, If the woman is tipsy.
+1 Defiant	If the man holds the woman prisoner against her will, If the location is cold or uncomfortable, If the man hasn't washed in a while.
+2 Defiant	If the woman was born to a hostile clan or is a foreigner (does not apply to the decadent Shuarans), If the woman and the man have just had an argument, If she has rejected him before, If he wants to share her with another man, If the woman belongs to another man (unless she has just been in an argument with him)
+3 Defiant	If the woman is an amazon (unless the man has bested her in single combat), If he has killed someone she cared for.
+4 Defiant	If he has killed someone she loved.

HORNY

You suffer great hardship in the wilderness and risk being wounded	2 Horny
You single-handedly hunt and kill a wild animal and eat its heart or its testicles raw	3 Horny
You get into a fight (additional points for every item on the list that also applies)	4 Horny
• If your opponents are superior in number (sword fodder counts as superior numbers from five opponents onwards, small but tough or powerful foes from three onwards)	+2 Horny
• If you suffer at least one Deep Wound	+2 Horny
• If you assent to fair single combat with an evenly matched or mighty opponent	+2 Horny
• If you get into a fight with an epic opponent	+3 Horny
• If you agree to a duel with an epic opponent	+3 Horny

WOMEN TO LAY

Woman	Femininity	Tricks	Defiant	Frosty
Cute little thing	2	1	5	1
Beauty	3	2	10	3
Drop-dead gorgeous piece	4	3	20	5
Goddess	5	5+	40+	10+

In addition, amazons of the Lost Tribe have the given number of combat tricks, as many points of Dangerous as they have of Defiant, and the same number of Aggro points as they do Frosty. And yes, that means that they are the better at fighting the more beautiful they are. What did you expect?