

« AGE OF » VIKINGS

GAMEMASTER SCREEN AND PACK



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AGE OF VIKINGS

GM SCREEN & REFERENCE



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Age of Vikings - GM Screen & Reference

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SKILLS (p62)

Agility Skills (p80)

Agility skills rely on coordination, reflexes, and quick reactions. They use STR, DEX, and SIZ, with low ENC improving performance.

Boat (05%): Boat covers maneuvering small, manually powered vessels like canoes or rafts. Success means effective travel or staying on course; failure could mean stalling, drifting off course, or capsizing. (p80)

Climb (40%): Climb enables heroes to scale walls, cliffs, or trees when handholds exist. Success allows for controlled vertical movement, while failure results in stalling or falling, depending on the roll. Better results increase climbing distance; fumbling means a fall. (p80)

Dodge (DEX×2): Dodge represents the ability to avoid attacks through quick movement. A successful roll avoids being hit. It's free against melee attacks but takes a full round against missiles. (p80)

Jump (DEX×3): Jump measures a hero's leaping and landing abilities, both in combat and falls. Higher success levels allow greater distances or reduced falling damage. (p81)

Ride (05%): Ride governs a hero's ability to control and stay on a mount during fast movement or chaos. It's used in combat, training, and handling unexpected events; failure may result in falling or losing control. (p81)

Ski (10%): Skiing enables heroes to move across snow using traditional Viking-style skis. It's mostly used for travel, not downhill sport, and provides increased movement across snowy terrain. (p81)

Swim (15%): Swim reflects a hero's ability to stay afloat and move in water, especially when encumbered. The skill must be rolled periodically, failure can lead to drowning risk. Encumbrance affects effectiveness. (p81)

Communication Skills (p82)

Communication skills express thoughts, emotions, or intent through speech or performance. Influenced by CHA, INT, and POW

Act (05%): Act allows a hero to convincingly portray another persona, either on stage or in social situations. When successful, the deception is seamless and believable, especially when combined with Disguise. (p82)

Art (05%): Art measures a hero's ability to craft visually expressive works in various media. It combines technical skill with the ability to communicate ideas like beauty, divinity, or grace. (p82)

Bargain (05%): Bargain is the skill of mutual negotiation, used when both parties seek a deal but differ on terms. Results range from poor outcomes to exceptional success, with potential for extra benefits. (p82)

Charm (15%): Charm encompasses seduction, warmth, or flattery to influence others subtly. It cannot force someone to act against their nature but can be used to enhance communication efforts. (p82)

Dance (10%): Dance includes social, ceremonial, or sacred performances that evoke emotional responses. It may be used on its own or to augment magical or social skills like Sing and *Seiður* Magic. (p82)

Disguise (05%): Disguise allows a hero to physically alter their appearance using costumes or cosmetics. Often used in tandem with Act, success conceals the hero's true identity from observers. (p83)

Fast Talk (05%): Fast Talk can deceive or persuade quickly through clever or misleading logic. It's effective in short bursts but can be countered if the target has time to think; affects individuals or small groups. (p83)

Intimidate (15%): This skill uses threats, menace, or reputation to compel others. Success can force concessions, though it often leaves a bad impression and may provoke retaliation. (p83)

Intrigue (05%): Intrigue helps heroes uncover secrets and political truths through subtle conversation and observation. Success provides useful insights; failure can mislead or damage social standing. (p83)

Orate (10%): Orate sways audiences emotionally, whether addressing a crowd or individuals. It is slower but more lasting than Fast Talk and can lead to dramatic shifts in support or opinion. (p83)

Sing (10%): Sing reflects technical and emotional skill in vocal performance or recitation. It supports ritual, storytelling, and can enhance other skills like Dance, Orate, or Poetry. (p84)

Skaldic Poetry (10%): This revered skill enables heroes to compose powerful, structured verse. It can inspire allies and augment their skills, especially when delivered with creative flair. (p84)

Speak Own Language (50%): Every hero begins with fluency in their native tongue, typically Norse. The skill allows precise or complex communication and is tested in stressful or unusual contexts. (p84)

Speak Other Language (00%): This measures the ability to converse in foreign tongues, starting at 0%. Related languages can offer partial proficiency, and success depends on cultural exposure or study. (p84)

Knowledge Skills (p84)

These skills reflect a hero's grasp of learned or memorized information—cultural, technical, or scholarly. They rely on INT and POW, often requiring study or instruction to improve, rather than experience alone.

Battle (10%): Battle reflects a hero's ability to lead, survive, and act effectively in mass combat. Success influences personal outcomes and tactical impact; failure may mean injury or defeat. (p85)

Customs (Local 25% / Others 00%): Customs reflects knowledge of a etiquette, laws, and traditions. Success ensures respectful behavior; high rolls boost Communication, while failure may cause offense. (p85)

Evaluate (10%): Evaluate assesses the value of goods, art, or natural items. Other relevant Lore or Knowledge skills can boost this roll. Failure means uncertainty; fumbling results in wildly incorrect valuations. (p86)

Farm (30%): Farm covers practical knowledge of running a homestead—raising animals, growing crops, and utilizing land. It reflects the Norse reliance on resourceful subsistence farming. (p86)

First Aid (10%): First Aid treats wounds, stops bleeding, and restores minor health. It can be used once per injury; fumbles or interruptions may cause harm, while criticals heal more. (p86)

Game (15%): Game represents skill in strategic and chance-based games like *hnefatafl*. It can be used to understand rules, odds, or detect cheating. Opposed rolls are used in contests, sometimes for high stakes. (p86)

Herd (05%): Herd manages the care, movement, and training of animals like sheep and cattle. It also includes assessing pasture health and using dogs in herding. Essential for pastoral livelihoods in Norse society. (p86)

Law (10%): Law reflects knowledge of Iceland's legal system, used to navigate disputes and court proceedings. Skilled use can earn Reputation and influence. (p86)

Lores: Each Lore is a distinct body of specialized knowledge. Heroes must learn each Lore separately and use it to recall facts, make deductions, or interpret signs within that domain. (p86)

▶ **Animal Lore (05%):** Identifies animal species, behavior, health, and habits. Useful for hunting, taming, or interpreting animal signs. (p86)

▶ **Area Lore (Iceland) (20%):** Covers people, places, and events in Iceland. Useful for recognizing notable figures, local rumors, or terrain features. (p86)

▶ **Area Lore (Other) (00%):** Grants knowledge of foreign lands and cultures. Each must be learned separately, such as Area Lore (Ireland) or (Francia). (p87)

▶ **Mineral Lore (05%):** Identifies rocks, gems, metals, and evaluates mines or resources. Essential for prospecting and crafting. (p87)

▶ **Myth Lore (10%):** Recalls myths, legends, and rune meanings. Helps identify magical phenomena or weaknesses of mythical beings. (p87)

▶ **Plant Lore (05%):** Recognizes useful or harmful plants, and where to find them. Crucial for gathering ingredients or creating remedies. (p87)

SKILLS, continued (p62)

Navigate (20%): Guides land or sea travel using sun, wind, and wildlife. Success ensures arrival; failure may mean delays or shipwreck. Critical successes reduce travel time or gain divine favor. (p87)

Read/Write (Language) (00%): This skill enables literacy in a specific written language (e.g., Runes, Latin). Each script must be learned separately. Fumbles may lead to misreading vital documents. (p88)

Shiphandling (00%): Shiphandling covers the operation and command of larger vessels. It governs travel, maintenance, and survival. Success avoids mishap; failure/fumbles risk damage or loss. (p88)

Survival (15%): Survival allows heroes to live off the land—finding food, water, shelter, and avoiding hazards. Used when unequipped or facing harsh conditions; typically rolled daily. (p88)

Treat Disease (05%): This skill improves a patient's chance of recovering from illness, particularly serious or terminal cases. Critical results triple recovery odds; fumbles worsen the disease's severity. (p88)

Treat Poison (05%): Used to purge poison from a victim before damage is dealt. Results vary from reducing POT to total neutralization; failure limits further attempts, and fumbles worsen the outcome. (p88)

Manipulation Skills (p88)

These skills rely on precise hand control and coordination, blending Dexterity and Intelligence. Unlike Agility skills, SIZ doesn't hinder their use. STR and POW are the core of these skills.

Conceal (05%): Conceal allows a hero to hide an object so that it can only be found with a successful Search roll. Success is determined by an opposed roll and may depend on the object's size and the hiding method. Fumbles leave the item unintentionally exposed. (p88)

Craft (Specific) (10%): Craft covers the making and repair of items in a specific material or trade. Each craft must be learned separately, and success varies from functional results to masterwork creations. Failures lead to faulty or ruined products. (p89)

Devise (05%): Devise is the skill used to create, disarm, or bypass mechanical devices. Success means smooth function or safe disarmament; a fumble can set off traps or render devices unusable. (p89)

Melee Weapon (varies): Each melee weapon is learned separately, with skill used for both attack and parry. Heroes may use weapons in the same category at ½ the rating of their highest related skill. (p90)

Missile Weapon (varies): Missile Weapon covers the use of ranged weapons. Like melee skills, weapon categories share partial skill overlap. Each weapon must be aimed and used accurately under pressure. (p90)

Play Instrument (05%): This skill allows the hero to play musical instruments. Results range from forgettable to fame-enhancing performances, can augment or be augmented by Sing or Dance. (p90)

Shield (by size) (15%): Each shield size is learned separately. Shields are used to parry or attack and may be used at half skill if from a related size category. Medium shields are most common. (p90)

Sleight (05%): Sleight uses quick hands and misdirection to manipulate or hide small objects while watched. It covers tricks like pickpocketing or juggling. Success is automatic unless opposed by Spot Hidden; in combat, it takes 1 DEX rank. A fumble exposes the attempt. (p90)

Mythic Skills (p91)

These skills allow heroes to interact with the unseen world of spirits, fate, and gods. They depend on Power (POW) and Charisma (CHA) and often involve ritual, introspection, or magical practice.

Go Under the Cloak (10%): A meditative ritual for restoring MP, rerolling INT tests, or boosting mythic skills. Success brings recovery or insight; failure or distraction breaks the effect, and fumbles may drain magic. (p91)

Prophecy (05%): Prophecy reveals likely futures through symbolic visions, often with animal spirits. Success gives direction; a critical reveals details. Heroes gain bonuses for fulfilling the prophecy, penalties for resisting it. Each use costs MP, with only one active at a time. (p92)

Rune Magic (00%): Rune Magic involves carving runic scripts and imbuing them with mystical power for short, immediate effects. Practicing it requires Read/Write (Runes) and a relevant Craft skill. It's practical, symbolic magic rooted in tradition and skill. (p92)

Second Sight (05%): This skill opens the mind's eye to spirits, elves, and hidden mythic forces. Success allows the hero to perceive the spirit world; special results reveal who a spirit belongs to. Failures cause confusion, and fumbles can overwhelm the hero completely. (p92)

Seiður Magic (00%): Seiður Magic is a form of shamanistic ritual that produces long-lasting, wide-reaching magical effects. It's more involved than Rune Magic and central to the practice of *seiðkona* and spirit-workers. Details are found in the dedicated rules section. (p92)

Worship (Deity) (00%): Worship reflects a hero's ability to perform religious rituals and interact with a specific god. Successful rituals restore dedication points. Offerings can improve the odds. The skill is crucial for maintaining divine favor and receiving blessings. (p92)

Perception Skills (p94)

Perception skills let heroes notice, interpret, and track details in their environment using one or more senses. Intelligence, Power, and Constitution improve these skills, which are essential for detecting threats, reading others, and navigating the unknown.

Insight (20%): Insight reads a person's emotions, intentions, and trustworthiness from subtle cues. Success gives emotional context; critical success provides deep understanding and grants a bonus to Communication rolls. Fumbles result in false impressions and social penalties. (p94)

Listen (25%): Listen allows heroes to detect faint or hidden sounds, such as eavesdropping or hearing stealthy movement. It may be used passively or actively and is often opposed by Move Quietly. Modifiers apply for distance, barriers, or background noise. (p95)

Search (25%): Search is a detailed, hands-on examination of an area to uncover hidden items, traps, or individuals. It's often opposed by Conceal or Hide and is useful in exploration, investigation, or locating danger. (p95)

Spot Hidden (25%): Allows the detection of movement, unusual terrain changes, or subtle actions. Used for ambush detection or identifying what's out of place. Often an opposed rolls vs. Hide or Sleight. (p95)

Track (05%): Track follows signs left by creatures or people across terrain. Modifiers depend on trail age, weather, or attempts to cover tracks. It involves repeated rolls and can be opposed if the quarry uses Track to hide their trail. (p95)

Stealth Skills (p95)

Stealth skills help heroes remain undetected by enemies or observers. Low Size and high Dexterity or Intelligence are beneficial. Power, which draws attention, is usually a hindrance in stealthy actions.

Hide (10%): Hide uses terrain and cover to avoid being seen. It's often opposed by Spot Hidden or Search and can be augmented by Move Quietly. One roll per attempt is allowed, with terrain modifiers strongly influencing success. (p95)

Move Quietly (10%): This skill enables silent movement, whether stalking prey or sneaking past guards. It's often opposed by Listen and affected by speed and worn armor. Can augment or be augmented by Hide when both are used together. (p95)

RESISTANCE TABLE (p62-64)

Passive Characteristic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24		
	1	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-	-		
	2	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-		
	3	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-		
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	RANGE OF AUTOMATIC SUCCESS				-	-	
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-					-	-
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	
	11	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95					
	12	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95				
	13	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95			
	14	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95		
	15	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
	16	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	
	17	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	
	18	-	-	RANGE OF AUTOMATIC FAILURE				-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	19	-	-					-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	20	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	
	21	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	
	22	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	
	23	-	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	
	24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	

For success, roll D100 equal to or less than the indicated number.



RESULTS (p60)

- ▶ **Success:** Roll $\leq$ ability rating succeeds. Rolls of 1–5 always succeed.
- ▶ **Failure:** Roll $>$ ability rating fails. Rolls of 96–00 always fail.
- ▶ **Critical Success:** Roll $\leq$ 5% (1/20) of modified success chance or a 1. Grants extra benefits (e.g., ignoring armor, extra distance, better craftsmanship).
- ▶ **Special Success:** Roll $\leq$ 20% (1/5) of modified success chance. Provides better results than a normal success but is weaker than a critical success.
- ▶ **Fumble:** Roll 00 or within 5% of failure chance. Causes major failure, with effects depending on the situation.

CHARACTERISTIC ROLLS (p60)

Characteristic rolls may be used to challenges not related to skills. Roll a D100 against a characteristic multiplied by a factor determined by the difficulty. The gamemaster decides the appropriate multiplier based on the task's difficulty.

Multiplier	Circumstance
x5	Simple action
x4	Easy
x3	Moderate
x2	Hard
x1	Very hard
x0.5	Nearly impossible

AUGMENTING ABILITIES (p63)

A character may attempt to augment one ability (skill or passion) with another, provided they are relevant to the task. The GM decides if augmentation is allowed. Only one augment per ability is permitted per session. The augmenting ability is rolled first, and its result modifies the primary ability's chance of success. Both rolls occur simultaneously on the same DEX rank. Abilities can also augment resistance table rolls (GM discretion). A character may augment another hero's ability when logically possible. Passions have additional effects when augmenting (see Chapter 10). The augmenting roll qualifies for an experience check if the augmented roll succeeds.

- ▶ **Critical Success:** The augmenting ability adds a +50% bonus to the ability being used.
- ▶ **Special Success:** The augmenting ability adds a +30% bonus to the ability being used.
- ▶ **Success:** The augmenting ability adds a +20% bonus to the ability being used.
- ▶ **Failure:** The hero modifies the ability being used by -20%.
- ▶ **Fumble:** The hero modifies the ability being used -50%.

ABILITIES ABOVE 100% (p63)

Abilities can exceed 100% through experience, magic, or modifiers, improving special and critical success chances. However:

- ▶ **Max Success:** Rolls of 96–00 always fail, capping success at 95%.
- ▶ **Opposed Rolls:** If the highest-rated ability exceeds 100%, the excess is subtracted from all participants' abilities, including their own.
- ▶ **Combat Impact:** High abilities make it harder for opponents to parry, block, or dodge.

While powerful, abilities above 100% do not guarantee success.

ABILITY RESULTS (p60–63)

Skill	Critical	Special	Success	Failure	Fumble
1–5	1	1	1–5	6–0	96–00
6–7	1	1	Per ability	Per ability	96–00
8–10	1	1–2	Per ability	Per ability	96–00
11–12	1	1–2	Per ability	Per ability	97–00
13–17	1–2	1–3	Per ability	Per ability	97–00
18–22	1–2	1–4	Per ability	Per ability	97–00
23–27	1–2	1–5	Per ability	Per ability	97–00
28–29	1–2	1–6	Per ability	Per ability	97–00
30	1–2	1–6	Per ability	Per ability	97–00
31–32	1–2	1–6	Per ability	Per ability	98–00
33–37	1–2	1–7	Per ability	Per ability	98–00
38–42	1–2	1–8	Per ability	Per ability	98–00
43–47	1–2	1–9	Per ability	Per ability	98–00
48–49	1–2	1–10	Per ability	Per ability	98–00
50	1–3	1–10	Per ability	Per ability	98–00
51–52	1–3	1–10	Per ability	Per ability	99–00
53–57	1–3	1–11	Per ability	Per ability	99–00
58–62	1–3	1–12	Per ability	Per ability	99–00
63–67	1–3	1–13	Per ability	Per ability	99–00
68–69	1–3	1–14	Per ability	Per ability	99–00
70	1–4	1–14	Per ability	Per ability	99–00
71–72	1–4	1–14	Per ability	Per ability	00
73–77	1–4	1–15	Per ability	Per ability	00
78–82	1–4	1–16	Per ability	Per ability	00
83–87	1–4	1–17	Per ability	Per ability	00
88–89	1–4	1–18	Per ability	Per ability	00
90–92	1–5	1–18	Per ability	Per ability	00
93–95	1–5	1–19	Per ability	Per ability	00
96–97	1–5	1–19	1–95	96–00	00
98–102	1–5	1–20	1–95	96–00	00
103–107	1–5	1–21	1–95	96–00	00
108–109	1–5	1–22	1–95	96–00	00
110–112	1–6	1–22	1–95	96–00	00
113–117	1–5	1–23	1–95	96–00	00
118–122	1–5	1–24	1–95	96–00	00
(higher)	5% ability	20% ability	1–95	96–00	00



OPPOSED RESOLUTION (p61)

Opposed rolls occur when two abilities directly contest each other (e.g., Hide vs. Search). Both participants roll, the better result wins: critical beats special, special beats normal, and ties are unresolved.

- ▶ **Winner and a Loser:** The winner succeeds, and the loser fails.
- ▶ **Tie:** If both achieve the same type of success and roll the same number, the situation remains unresolved. A tie also occurs if both roll a critical success.
- ▶ **Two Losers:** If both fail, neither achieves their goal.

SPOT RULES (p62-76)

Alcohol (p69)

In Iceland, barley is the only grain grown, used mainly for brewing ale and baking bread. Due to harsh climates, local ale production is insufficient, necessitating imports for national consumption. Ale is widely consumed at significant events like the *Alþing*, where it's brewed onsite. Other alcoholic beverages like wine and mead are expensive and scarce. Alcohol effects are measured by a "potency score" from watered beer (POT 1) to the best wine (POT 9). Consuming alcohol accumulates potency points, which, if exceeding a character's Constitution (CON) and Size (SIZ) average, require a CON×5 roll to prevent escalating intoxication stages from sober to unconscious. Each failed roll advances the intoxication stage with specific skill penalties, and a fumble worsens the condition by two stages. Recovery includes the natural decrease of potency points and managing hangover effects through further CON rolls.

Beverage Potency

Type of Drink	Potency (POT)
Watered beer/ale	1
Weak beer/ale	2
Strong beer/ale	3
Mead	5
Poor wine	3
Average wine	6
Best wine	9
* Potency may vary by as much as ±3 points depending on the brewer.	

Drunkenness Effects

Sober	No effect
Lightheaded	-20% to all skills
Inebriated	-40% to all skills
Drunken Stupor	Skill rolls only succeed on a critical success
Unconscious:	—

Chases (p70)

Chases involve determining the distance between the pursuer and pursued, categorized into ranges like Side-by-Side or Out of Sight, which influence actions like attacking or defending. Movement per combat round is based on each participant's Movement (MOV) rate, adjusted for actions like shooting. Chases are resolved through opposed skill rolls (e.g., Ride, Drive), with success allowing movement through range categories. Special and critical outcomes significantly affect progression. The chase ends when the pursued reaches an "Out of Sight" range or the pursuer cannot continue.

Darkness (p71)

Darkness affects a hero's ability to perform skills that rely on sight. The penalties range from -20% to -40% in ordinary night conditions to -80% in pitch-black environments such as underground settings. Various sources of light like lamps, candles, and torches can mitigate these penalties. A lamp illuminates a 1-meter radius and reduces the Search skill penalty by -5% for each additional meter from the source. Torches provide a broader illumination of up to 12 meters when held at shoulder height. Each light source has conditions under which it can be extinguished, such as strong breezes for lamps and specific dice roll outcomes for candles and torches when dropped.

Drowning and Asphyxiation (p72)

This rule covers instances where a character fails a swimming test or is involuntarily submerged, such as under a capsized ship or during a poison gas attack. Characters can hold their breath for the first combat round; from the second to fifth rounds, they must make successful CON×5 rolls to continue. From the sixth round, the required CON multiplier decreases each round, increasing the difficulty of holding breath. Failing these rolls results in 1D8 damage per round. If submerged unexpectedly, a POW×5 roll determines if the character held their breath; failure results in immediate drowning effects and damage.

Exposure, Hunger, and Thirst (p72)

Characters without proper clothing in severe weather suffer damage that escalates in extreme cold, potentially causing significant health damage. Protective clothing reduces cold damage, while heat above 40° C demands a CON×3 roll every hour to prevent collapse. Hunger depletes hit points daily after exceeding a character's healing rate, and thirst causes hit point loss every hour after 12 without fluids, alleviated by consuming water-containing substances.

Cold Exposure

Temperature C°	Temperature F°	Damage to Hit Location
0° to -10°	32° to 14°	1
-11° to -20°	12° to -4°	1D3
-21° to -30°	-6° to -22°	1D6
-31° to -40°	-24° to -40°	1D10
-41° to -50°	-42° to -58°	1D10+2
-51° to -60°	-60° to -76°	1D10+4
-61° to -70°	-78° to -94°	1D10+6
-71° to -80°	-96° to -112°	1D10+8
-81° to -90°	-114° to -130°	2D10+10
-91° to -100°	-132° to -148°	3D10+15

Cold Protection

Clothing	Protection
Normal clothing	1 point
Wool or hide cloak	2 points
Warm headgear	1 point
Coat or long robe	1 point

Falling (p74)

Damage from falls increases with height, starting from no effect for falls up to 1 meter and escalating with each additional 3 meters fallen. A successful Jump roll reduces damage by one severity step, while a fumble increases it. Factors like forward velocity and landing surface affect damage, and armor may offer protection. A successful DEX×5 roll allows selection of the impact location; otherwise, it's determined randomly.

Falling Damage

Fall	Damage to Hit Location
0.1–1.0 meters (1 yard)	No effect
1.1–3.0 meters (3.3 yards)	1D6
3.1–6.0 meters (6.5 yards)	2D6
6.1–9.0 meters (9.8 yards)	3D6
9.1–12.0 meters (13 yards)	4D6
Each +3 meters (+3.3 yards)	+1D6

SPOT RULES, CONTINUED (p62-76)

Fire (p74)

Fire damage from torches or other flame sources includes immediate and potential ongoing damage. A torch used as a club inflicts damage and might ignite flammable targets. Holding a flame against a target for a full combat round causes 1D6 damage to a specific location, which can continue burning for additional rounds unless extinguished. Large fires might affect multiple hit locations and cause inhalation damage. Extinguishing fire involves rolling against the fire damage; a successful roll puts out the flame, while a failure results in continued damage until another successful attempt is made. Fire dynamics are influenced by the target's flammability and the size of the fire.

Poison (p74)

Poisons in the game have a potency (POT) that challenges a victim's Constitution (CON) through resistance tables. If a hero fails to resist, they suffer damage equal to the POT value of the poison. The effect of belladonna, for instance, includes both its POT value in damage and an additional 3D6 points of damage when swallowed. If the poison is resisted, the damage is halved (rounded up). Poison damage affects the total hit points, not specific hit locations. The effect delay ranges from three combat rounds for fast-acting poisons to three full turns for slower ones. Multiple exposures to poison require separate resistance checks for each dose. Antidotes can reverse poison damage if they match or exceed the poison's POT and are administered within ten minutes, and creating them depends on a successful Plant Lore skill check.

Poisons

Type	Onset time	POT	Damage	Symptoms
Adder (bite)	15–60 minutes	9	–	Convulsions, respiratory failure
Belladonna (swallowed)	2–48 hours	9	3D6	Rapid heartbeat, impaired vision, convulsions
Bees/Wasps (50 stings)	15–60 minutes	4	–	Pain, swelling, dizziness, nausea
Black Widow (bite)	2–8 hours	4	–	Chills, sweating, nausea
Death Cap (swallowed)	8–16 hours	9	–	Sickness, colic
Scorpion (sting)	24–48 hours	6	–	Intense pain, weakness, hemorrhaging
Wolfsbane (contact)	10–20 minutes	9	–	Cold sweat, pain, vomiting

Thrown Objects (p75)

Objects balanced for throwing can be projected 1 meter (1 yard) for every point of the thrower's Strength (STR). Unbalanced objects reduce this distance to 1 meter for every three STR points. Throwing accuracy uses a DEX×5 roll. For objects like knives or javelins, specific weapon skills apply. Accuracy decreases by 3% for every meter beyond 10 meters. Vertical throwing distance is half that of horizontal. Thrown objects inflict half the thrower's damage modifier, with modifications based on the type of object and its balance.

Weather (p76)

Iceland's weather is heavily influenced by mythic forces, leading to rapid changes and extreme conditions. Winds can reach up to 200 km/h due to mythical beings like Vindsvall and Hrym, impacting daily life with rapid shifts from sunshine to storms. Iceland experiences only two distinct seasons: mild, short summers with possible temperature spikes up to

30°C, and long, harsh winters with frequent storms and temperatures dropping to –40°C. Weather patterns in the highlands are even more unpredictable, and the gamemaster has discretion to intensify conditions. Summer weather varies daily, with temperatures typically between 8°C and 30°C, while winter weather can fluctuate significantly, with frequent snowstorms and temperatures ranging from mild to below freezing. Wind plays a crucial role in various game mechanics, affecting movement, missile accuracy, and visibility, with stronger winds imposing greater penalties and challenges.

Summer Weather (roll twice daily)

D100	Weather	Temperature
01	Extremely hot weather, no wind	30° C (86° F)
02–15	Blue sky, no wind	20° C (68° F)
16–50	Blue sky, no wind	12° C (54° F)
51–65	Blue sky, windy	8° C (46° F)
66–75	Cloudy, strong winds	7° C (45° F)
76–85	Rain, strong winds	4° C (39° F)
86–98	Rain, very strong winds	2° C (36° F)
99–100	Snowstorm, very strong winds	–4° C (25° F)

Winter Weather (roll three times daily)

D100	Weather	Temperature
1	Blue sky, no wind	12° C (54° F)
2–10	Blue sky, no wind	7° C (45° F)
11–50	Cloudy, windy	3° C (37° F)
51–60	Snowing, no wind	0° C (32° F)
61–80	Snowing, strong winds	–5° C (23° F)
81–90	Heavy snowfall, strong winds	–15° C (5° F)
91–100	Snowstorm, very strong winds	–25° C (–13° F)

Wind Measurement

STR	Wind
0–2	Calm, no air movement.
3–6	Light air, little movement; gutters a candle, may not blow it out.
7–12	Breeze. Easily blows out a candle.
13–18	Light wind. Lower limit for good sailing in boats. Poison gas will dissipate.
19–24	Moderate wind. Dangerous to flying creatures and may knock them down. Birds typically roost in such wind.
25–30	Strong wind. Menacing to average humans and may knock them down. Upper limit sailing ships can endure.
31–36	Fresh gale. Impossible for average humans to remain afoot.
37–45	Fierce gale.
46–50	Hurricane.



THE COMBAT ROUND (p97)

Combat is a chaotic, simultaneous clash of actions and reactions. To manage this, combat is divided into rounds, each lasting approximately 12 seconds. Rounds consist of four phases and are resolved in DEX rank order (highest first).

1. Statement of Intent

Players and the GM declare their actions for the round. Declarations don't need to be precise but should be clear enough for everyone to understand. The GM provides relevant information, such as an enemy preparing a spells. Intentions are locked in once declared.

2. Movement of Nonengaged Participants

Combatants not yet engaged may move their full MOV. Those moving half MOV or less can still perform actions. Movement is resolved before attacks. Engaged combatants remain in place unless they successfully disengage.

3. Resolution of Combat, Missiles, and Spells

Actions resolve in DEX rank order, lowest first. If tied, INT determines priority, or attacks are simultaneous. Defenders can parry or dodge, with cumulative penalties for multiple defenses. Damage, spells, and missile effects apply immediately. A hero disabled before acting loses their turn.

4. Bookkeeping

After all actions, players and the GM record damage, resources spent, healing, skill use for experience tracking and notes ensures accurate play. Once complete, the next combat round begins.



RESULTS OF DAMAGE (p66)

At 1-2 HP, the hero falls unconscious. At 0 or fewer HP, the hero dies at the end of the round unless healed. Damage can disable limbs or kill via shock/blood loss.

Damage Greater or Equal to Location's HP

- ▶ **Leg:** Useless, hero falls prone, can fight prone (-40% attacks, +40% enemy attacks).
- ▶ **Abdomen:** Both legs useless, hero falls, bleeds out in 10 min without healing.
- ▶ **Chest:** Hero incapacitated, bleeds out in 10 min without healing.
- ▶ **Arm:** Useless, hero drops held items but remains standing.
- ▶ **Head:** Unconscious, dies in 5 min unless healed.

Damage $\geq 2 \times$ Location's HP

- ▶ **Limb:** Useless, hero in shock, can't fight until healed.
- ▶ **Head/Chest/Abdomen:** Unconscious, loses 1 HP per round unless treated.

Damage $\geq 3 \times$ Location's HP

- ▶ **Limb:** Severed or maimed, hero incapacitated.
- ▶ **Head/Chest/Abdomen:** Instant death.



SPECIAL DAMAGE (p106)

A special success ($\leq 20\%$ or $1/5$ of the success chance) or a critical success ($\leq 5\%$ or $1/20$ of the success chance) causes additional damage based on weapon type. Critical successes deal max special damage and ignore armor.

- ▶ **Thrusting (Spears, Arrows):** Impaling - $2\times$ normal damage; weapon may get stuck.
- ▶ **Slashing (Axes, Swords):** Slashing - $2\times$ normal damage; excess damage may cause incapacitation.
- ▶ **Blunt (Maces, Clubs):** Crushing - Normal damage + max possible damage modifier.
- ▶ **Cut-and-Thrust (Daggers, Swords):** Choose Impaling or Slashing before rolling.

Modifiers (e.g., magic, strength) apply normally. See page 107.

HIT LOCATIONS

D20	Hit Location	Description
1–4	Right Leg	Right leg from hip to foot
5–8	Left Leg	Left leg from hip to foot
9–11	Abdomen	Hip to just under floating ribs
12	Chest	Floating ribs to neck and shoulders
13–15	Right Arm	Entire right arm
16–18	Left Arm	Entire left arm
19–20	Head	Neck and head

DAMAGE MODIFIER (p106)

STR + SIZ	Damage Modifier
01-12	-1D4
13-24	0
25-32	+1D4
33-40	+1D6
41-56	+2D6
Each +16 points	Additional +1D6

ATTACK & PARRY RESULTS

	Critical Parry	Special Parry	Normal Parry	Failed Parry	Fumbled Parry
Critical attack vs.	Attacker rolls normal damage. Defender's parrying weapon takes 1 hit point of damage if rolled damage is greater than its current hit points. Any excess damage goes to the affected hit location.	Attacker rolls special damage. Defender's parrying weapon takes 1 hit point of damage if rolled damage is greater than its current hit points. Any excess damage goes to an adjacent hit location, with no armor protection.	Attacker rolls special damage. Defender's parrying weapon hit points are reduced by the damage rolled. Any excess damage goes to an adjacent hit location, with no armor protection.	Attacker does maximum special damage. Defender takes damage, with no armor protection.	Attacker automatically hits, does maximum special damage. Defender takes damage, with no armor protection, and rolls on Fumbles table (see page 109).
Special attack vs.	Attack parried or deflected. Defender rolls parrying weapon's normal damage. Attacking weapon's hit points are reduced by 1 hit point if damage exceeds its current hit points.	Attacker rolls normal damage. Defender's parrying weapon takes 1 hit point of damage if damage exceeds its current hit points. Any excess damage goes to the affected hit location.	Attacker rolls special damage. Defender's parrying weapon takes damage over its hit points, with the same amount of damage going to an adjacent hit location.	Attacker rolls special damage. Defender takes damage.	Attacker causes special damage. Defender takes damage and rolls on Fumbles table.
Normal attack vs.	Attack parried or deflected. Defender rolls parrying weapon's special damage. Attacking weapon's hit points are reduced by any damage exceeding its current hit points.	Attack parried or deflected. Defender rolls parrying weapon's normal damage. Attacking weapon's hit points reduced by 1 hit point if damage exceeds its current hit points.	Attacker rolls normal damage. Defender's parrying weapon takes 1 hit point of damage if the damage exceeds its current hit points. Any excess damage goes to the affected hit location.	Attacker rolls normal damage. Defender takes damage.	Attacker rolls normal damage. Defender takes damage and rolls on Fumbles table.
Failed attack vs.	Attack parried or deflected. Defender rolls parrying weapon's special damage. Attacking weapon's hit points are reduced by the damage rolled.	Attacker parried or deflected. Defender rolls parrying weapon's special damage. Attacking weapon's hit points are reduced by any damage over its current hit points.	Attacker parried or deflected. Defender rolls parrying weapon's normal damage. Attacking weapon's hit points are reduced by 1 hit point if damage exceeds its current hit points.	Attacker misses. Defender misses.	Attacker rolls normal damage. Defender takes damage and rolls on Fumbles table.
Fumbled attack vs.	Attacker rolls on Fumbles table. Defender rolls parrying weapon's special damage. Attacking weapon's hit points are reduced by the damage rolled.	Attacker rolls on Fumbles table. Defender rolls parrying weapon's special damage. Attacking weapon's hit points are reduced by the damage over its current hit points.	Attacker rolls on Fumbles table. Defender rolls parrying weapon's normal damage. Attacking weapon's hit points are reduced by 1 hit point if the damage exceeds its current hit points.	Attacker rolls on Fumbles table. Defender misses.	Attacker rolls on Fumbles table. Defender rolls on Fumbles table.

Dodge Results

	Critical Success	Special Success	Normal Success	Failure	Fumble
Critical Dodge vs.	Attack is dodged successfully.	Attack is dodged successfully.	Attack is dodged.	Attack misses.	Attacker rolls on Fumbles .
Special Dodge vs.	Attack does special damage.	Attack is dodged successfully.	Attack is dodged.	Attack misses.	Attacker rolls on Fumbles .
Normal Dodge vs.	Attack does maximum special success damage, ignores armor.	Attack does special success damage.	Attack is dodged.	Attack misses.	Attacker rolls on Fumbles .
Failed Dodge vs.	Attack does maximum special success damage, ignores armor.	Attack does special success damage.	Attack does normal damage.	Attack misses.	Attacker rolls on Fumbles .
Fumbled Dodge vs.	Attack does maximum special success damage, ignores armor. Defender rolls on Fumbles .	Attack does special success damage. Defender rolls on Fumbles .	Attack does normal damage. Defender rolls on Fumbles .	Attack does normal damage. Defender rolls on Fumbles .	Attack fails and both attacker and defender roll on Fumbles .

A detailed illustration of a sword. The hilt features a pommel with a cross-like design and a grip wrapped in brown material. The crossguard is wide and decorated with a repeating diamond pattern. The blade is long and tapers to a point, with a repeating geometric pattern of interlocking triangles or diamonds along its length.

WEAPONS, ARMOR, & SHIELDS (P110-117)

Melee Weapons

Category	Name	Base %	STR/DEX	Damage	HP	ENC	Length	Cost	Type
Axe, One-handed (1H)	Battle Axe	10	13/7	1D8+2	8	1	0.7	140 ells	S
Axe, Two-handed (1H)	Long Axe	5	11/7	2D6+2	10	2	1.4	240 ells	S
Knife	Knife	15	—/—	1D4+1	6	(4)	0.3	30 ells	CT
Pole Weapon, Two-handed (2H)	Atgeir	5	13/9	3D6	7	3	2.2	800 ells	CT
Quarterstaff	Quarterstaff	15	9/9	1D8	8	2	2	6 ells	C
Spear, Two-handed (2H)	Long Spear	15	9/7	1D10+1	10	3	2–3	40 ells	I
Sword, One-handed (1H)	Sax	10	—/—	1D6+1	12	1	0.3–0.6	120 ells	CT
Sword, One-handed (1H)	Broadsword	10	9/7	1D8+1	12	1	1	1,200 ells	CT
Shield	Shield, Medium Round	15	12/—	1D6	16	3	—	200 ells	C

Unarmed Attacks

Category	Name	Base %	STR/DEX	Damage	HP	ENC	Length	Type
Fist	Fist	25	—/—	1D3	Arm	0	0	H
Grapple	Grapple	25	—/—	Special	Arm	0	0	H
Kick	Kick	15	—/—	1D6	Leg	0	0	H

Missile Weapons

Category	Name	Base %	STR/DEX	Damage	HP	ENC	Range	Cost	Type
Bow	Bow, Self	05	9/9	1D6+1	5	2	100	200 ells	I
Sling	Sling	10	—/9	1D8	8	2	80	20 ells	C

Thrown Weapons

Category	Name	Base %	STR/DEX	Damage	HP	ENC	Range	Cost	Type
Axe, One-handed (1H)	Battle Axe, Thrown	10	13/7	1D6	8	1	15	140 ells	I
Rock	Rock, Thrown	15	—/—	1D4	—	(4)	20	—	C
Spear, Two-handed (2H)	Long Spear	15	9/7	1D8+1	10	2	15	40 ells	I



Armor

Covers	Hit Location	Type	Material	Absorbs	ENC	Cost	Move Quietly
Head	19–20	Hood	Wool	1	(2)*	6 ells	0
Head	19–20	Cap	Leather	1	(2)*	8 ells	0
Head	19–20	Helmet	Iron	5	1	200 ells	0
Arms	13–15	Sleeves	Wool	1	(2)*	—	0
Arms	13–15	Winter Coat	Fur	1	(2)*	—	0
Abdomen & Chest	9–11, 12	Shirt	Wool	1	1	8 ells	0
Abdomen & Chest	9–11, 12	Winter Coat	Fur	1	2	16 ells	
Abdomen & Chest	9–11, 12	Shirt	Leather	2	2	20 ells	0
Abdomen & Chest	9–11, 12	Shirt	Light Scale	4		300 ells	
Abdomen & Chest	9–11, 12	Shirt	Chain Mail	6	5	2,400 ells	
Legs	1–4, 5–8	Pants	Wool	1	(2)*	6 ells	0

Shields

Size	Type	Base %	STR	HP	Damage	ENC	Type
Large	Wood	15	12	20	1D6	3	C
Medium	Wood	15	12	16	1D6	2	C
Small	Wood	10	8	8	1D3	2	C

SHIPS AND SEAFARING (p125-139)

Wind and Sea Strength (p132)

D100	Description	Strength (STR)	Damage	Average Damage
01-04	Calm	0-2 (1D3-1)	—	—
05-12	Light Air	3-6 (1D4+1)	1	1
13-24	Breeze	7-12 (1D6+6)	1D3	2
25-36	Light Wind	13-18 (1D6+12)	1D6+3	6-7
37-48	Moderate Wind	19-24 (1D6+18)	2D6+6	13
49-60	Strong Wind	25-30 (1D6+24)	4D6+12	26
61-72	Fresh Gale	31-36 (1D6+30)	6D6+24	45
73-99	Whole Gale	37-49 (1D10+1D4+35)	8D6+48	76
00	Hurricane	50	10D6+96	131

SAILING FUMBLES (p133)

D100	Result
01	Lucky Mistake: The captain makes a navigational error, but it turns out to be in the ship's favor. The journey is one day shorter.
02-30	Poor Progress: The going is rough, the captain makes some bad decisions, and the journey is 1D6 days longer. The crew grumbles and mocks the captain behind the captain's back.
31-45	Terrible Progress: Due to the captain's ineptitude, the ship goes off course, and the journey is 1D10 days longer. If there are any passengers, they may be angry at the delay.
46-50	Supply Shortage: The ship is out of pitch and timber and cannot make repairs of any kind until fresh materials are obtained from a port.
51-55	Food Shortage: Food levels are critically low. Rationing is introduced, and all aboard must roll CON×5 or lose 1 hit point due to hunger. This hit point cannot be regained until the food supply is replenished. Add 1D6 days to the journey to divert to land and restock the larder.
56-60	Water Shortage: Water levels are critically low. Rationing is introduced, and all aboard must roll CON×3 or lose 1 hit point to dehydration. This hit point loss cannot be regained until the water reserves are replenished. Add 1D6 days to the journey to divert to the nearest source of fresh water.
61-65	Widespread Sickness: A fever sweeps through the ship. All aboard must make a Constitution roll (CON×5) or catch the disease. Those ill lose 1 hit point, and all ability rolls are made at ½ normal rating (round up). Reroll CON×5 (unmodified) every week to get better. Successful First Aid or application of healing magic allows the patient to check daily for recovery. Add 1D6 days to the journey because of the temporary crew shortage.
66-80	Possible Ship Disaster: If the captain fails a Luck roll, make a roll on the Ship Disasters table (page 135) and apply the results. If the Luck roll is made, lose 1 point of Seaworthiness due to shipping water.
81-90	Definite Ship Disaster: Roll on the Ship Disasters table (page 135). The captain gets no Luck roll to avoid this.
91-92	Cargo Breaks Free: Heavy cargo in the hold is not securely stowed. It shifts during heavy seas and smashes the side of the boat. The ship loses 2D6 Structure points.
93-94	Run Aground: The ship strikes a reef or submerged rock shelf and runs aground, taking 6D10 damage. The total amount is subtracted from the ship's Seaworthiness. Damage over its Hull Quality is subtracted from structure points. A Boat or Shiphandling roll from the captain and the hard labor of all hands is needed to get the craft off the rock and back into the water.
95-96	Collision: The ship strikes a rock, another ship, an iceberg, or similar object. Damage is per the normal rules for collision (see Collisions , page 137).
97	Fire in the Galley: A fire starts in the galley (or where food is stored), causing a food shortage (see page 134). If the captain fails a Luck roll, the ship's cook is killed. If the roll is 00 the fire gets out of hand, and the ship burns to the waterline.
98	Return to Port: The ship must turn around. Vital cargo was left on the dock, an important passenger was forgotten, all the food is found to be spoiled, the map is wrong, or some such terrible event. This is a stupid error, and not one that the captain will soon live down. Add +1D6% to the captain's Reputation.
99	Mutiny: The captain treats the crew harshly, and they revolt. If their demands are not met, they set the captain and any loyalists adrift in a small boat with enough supplies to reach the mainland. Tracking down the mutineers might form the basis for a future adventure.
00	Wrath of the Deep: Roll twice and apply both results.

Icelandic Ships (p128)

Type	Knörr	Dreki	Fishing Boat
Hull Type	Merchant	Warship	Barge
Hull Quality	10	10	4
Seaworthiness	18	20	15
Structure Points	60	50	35
Length	16 meters	20 meters	6 meters
Beam	5 meters	5 meters	2 meters
SIz	80	100	18
Cargo	Up to 45 tons (with minimum crew)	Up to 20 tons (with minimum crew)	Up to 2 tons (includes crew)
Skill	Shiphandling	Shiphandling	Boat
Crew	12 sailors, 4 passengers	36 rowers, up to 150 warriors maximum	2–3 sailors, 1–2 passengers
Passengers	Up to 100	20+	Up to 4
Value	10,000 <i>vaðmál</i> , or 125 cows	16,000 <i>vaðmál</i> , or 200 cows	800 <i>vaðmál</i> , or 10 cows

Small Boats (p128-129)

Type	Simple Canoe	Common Raft	Common Rowboat	Small Trader
Hull Type	Warship	Barge	Merchant	Merchant
Hull Quality	1D3+1	3D6+6	1D3+3	2D6
Seaworthiness	7	10	15	18
Structure Points	5	50	15	30
Length	2.7 meters	5.5 meters	2.7 meters	9 meters
Beam	.6 meters	2 meters	1.2 meters	3.5 meters
SIz	10	20	20	30
Cargo	100 kilos*	4 tons*	½ ton*	7 tons*
Skill	Boat	Boat	Boat	Shiphandling
Crew	1–2 rowers	2 polers	1 rower	2 sailors
Passengers	1	Up to 6	Up to 2	Up to 6

* Assuming no passengers. Reduce cargo capacity by a fraction for each passenger. For example, a vessel capable of carrying up to six passengers has its cargo reduced by 1/6 per passenger.

Warships (p129-130)

Type	Longship	Bireme	Trireme
Hull Type	Warship	Warship	Warship
Hull Quality	1D6+4	1D6+8	1D6+12
Seaworthiness	15	12	18
Structure Points	50	60	80
Length	30.5 meters	21.5 meters	37 meters
Beam	6 meters	3 meters	4 meters
SIz	183	65	148
Cargo	2 tons	1 ton	2 ton
Skill	Shiphandling	Shiphandling	Shiphandling
Crew	50 rowers, up to 200 warriors total	60 rowers, ten marines, ten officers and sailors	170 rowers, 14 marines, 30 officers and sailors
Passengers	Up to 20	Up to 30	Up to 30
Other Notes	—	—	Three banks of oars, up to two siege engines*

* Siege engines (ballistae, catapults, etc.) can be fired once every three combat rounds, have a range of anywhere between 100–300 meters, and do 4D6 damage to structure points on a successful hit. Catapults may also launch flaming ammunition capable of spreading across a ship and setting it aflame ("Greek fire"). If using these, the gamemaster should determine the relative skill of the crew and the exact type of weapon and ammunition.

Merchant Ships (p129)

Type	Small Cog	Large Cog
Hull Type	Merchant	Merchant
Hull Quality	1D6+4	2D6+4
Seaworthiness	22	28
Structure Points	45	80
Length	22 meters	29 meters
Beam	5.5 meters	7.5 meters
SIz	121	218
Cargo	Up to 45 tons	Up to 95 tons
Skill	Shiphandling	Shiphandling
Crew	15 officers and sailors	25 officers and sailors
Passengers	Up to 8	Up to 12
Other Notes	Difficult to sail at a half wind angle (modify Boat or Shiphandling skill by –20%)	

Sailing Speed (in Knots) (p131)

D100	Wind	Before*	Quarter*	Half	Head
01–04	Calm	1	1	0	0
05–12	Light Air	3	2	1	0
13–24	Breeze	4	2	2	1
25–36	Light Wind	5	3	3	1
37–48	Moderate Wind	5	4	3	1
49–60	Strong Wind	7	5	5	2
61–72	Fresh Gale	x	x	x	x
73–99	Whole Gale	x	x	x	x
00	Hurricane	x	x	x	x

Modifiers: Warship +2; Barge –1; successful Boat or Shiphandling roll +1

* If a ship has two or more sails instead of a single sail, swap the contents of the Before and Quarter columns, i.e., a multi-sailed ship has a speed of 5 when quartering in a light wind and 3 when running before such a wind.

x Speed depends on the strength of the storm and the crew's ability to handle the challenge. This may vary greatly.

Average Sailing Speeds (p131)

	Favorable Conditions		Unfavorable Conditions	
	Miles	Kilometers	Miles	Kilometers
Open Sea, hourly	8	13	1	1.6
Coast/river, hourly	4	6.4	2	3.2
Open Sea, daily	192	312	24	38
Coast/river, daylight hours	48	77	24	38

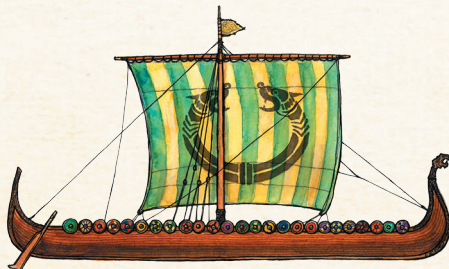
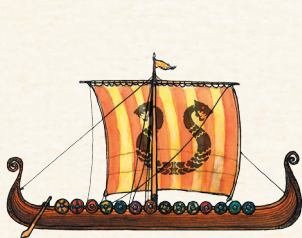
Favorable/Unfavorable Conditions: Winds, storms, the tide, rocks, sandbars, etc.

Rowing Speeds (in knots) (p131-132)

	Warship	Merchant	Barge
Back Oars	3	1	1
Cruise	5	1	1
Race	7	2	1
Crew Modifiers			
Elite	+2	+1	+1
Green	–1	—	—

SHIP DISASTERS (#134-136)

Roll	Result
01-05	Broken Oar: This is hardly a disaster, except in a rowboat or a canoe.
06-10	Ship's Cat Lost: The proud ratcatcher falls into the sea and is lost. The ship's rats have cause for celebration.
11-25	List to Starboard: The ship leans severely and then rights itself. It loses 1 Seaworthiness point. All on deck must pass a Dexterity roll (DEXx5) or fall over. Those near the starboard rails (gamemaster discretion who) who fall over must successfully roll Luck (POWx5) or be pitched over the side.
26-40	List to Port: As above, but the ship leans to the other side.
41-45	Some Cargo Lost: 10% of the cargo on board is ruined in an accident due to water damage or is crushed by other cargo. This may reduce the ship's profits for this voyage.
46-50	Overboard: A random crewperson is knocked over the side. If desired, the gamemaster can ask all heroes to make a Luck roll (POWx5). The first one to fail is the one to go overboard (gamemaster discretion if it's not obvious), and if none fail the roll, a nonplayer character sailor is the one who falls into the sea.
51-55	Rigging Falls: A tangle of ropes is shaken loose and drops to the deck. Sailors in the rigging drop with it if they fail Agility rolls.
56-59	Sail Tears: The sail is ripped wide open. Until repaired, reduce speed by ½ a knot per hour.
60-63	Boom Falls: A length of wood splinters and falls from the rigging. It might hit an unlucky sailor for 1D6 points of damage. The unanchored sail flaps loose. Until the boom is repaired, reduce speed by 1 knot per hour.
64-67	Half the Cargo Lost: 50% of the cargo on board is broken, swamped, or ruined in some way. A merchant ship is almost certain to make a loss as a result.
68-71	Mainyard Falls: The ship's principal crossbeam is broken and the sail plummets with it, causing an additional 2D6 structural damage. Those below who fail Luck rolls (POWx5) are in its path, and unless they make Dodge rolls, they are struck for 2D6 damage. Until repaired, the ship cannot raise sail.
72-75	Figurehead Smashed: The symbol of the ship's luck, usually a dragon head, is smashed to splinters. The crew may become convinced the voyage is cursed.
76-78	Lookout Killed: The lookout is pitched out of the crow's nest and falls to their death.
79-81	Crew Overboard!: 1D10 sailors are knocked over the side. This may include any heroes who fail their Luck rolls, at the gamemaster's discretion.
82-84	All Cargo Lost: Falling timbers and serious leaks completely ruin all cargo carried on board.
85-86	Starboard Oar Bank Sheared Off: Half of the ship's oars are broken. If the oars from the port side are redistributed, the ship can continue at half speed.
87-88	Port Oar Bank Sheared Off: As above, but on the other side. If no oars remain, the ship must rely on sail power.
89-90	Rudder Breaks: The ship can no longer be steered reliably. Reduce Seaworthiness by 1 point. A temporary rudder can be rigged with a Craft (carpentry) roll, in which case subtract -20% from any Navigation, Boat, or Shiphandling rolls, and reduce speed by 1 knot per hour. If a temporary rudder is not installed, all Boat, Shiphandling, and Navigate rolls are halved (round up), and the vessel's speed is also halved (round up).
91	Mainmast Breaks: The mast breaks and crashes to the deck, causing 3D6 structural damage. Those on deck who fail Luck rolls (POWx5) are in its path, and unless they make Dodge rolls, they are struck for 3D6 damage. If the ship has no masts left, it must be rowed or let drift with the current.
92-93	Mizzenmast Cracks: If the ship has no mizzenmast (the second or third mast from the mainmast), this affects the main mast, causing an additional 2D6 structural damage. See Mainmast Breaks (91) for details.
94-95	Foremast Snaps: If the ship has no foremast (the most forward mast, closest to the bow), this affects the mizzenmast, doing 1D6+2 structural damage. Other effects are as described under Mainmast Breaks (91).
96-99	Abandon Ship: The ship has sustained irreparable damage. Structure points immediately fall to 0. It sinks in 1D20x10 minutes. There is ample time to put food and water into the rowboats and to launch them into the water.
00	Lost With All Hands: The keel breaks in two. Structure points immediately fall to 0. The ship sinks rapidly in 1D10 combat rounds. No boats can be launched. Those on board need to make Luck rolls (POWx5) to get well clear of the doomed vessel and then Swim rolls to reach a serviceably sized piece of floating wreckage. Failing either presents the risk of drowning (see page 73).



TRADE GOODS (P147) & MOVEMENT (P64-65)

Trade Goods	Vaðmál	Silver (Currency-Grade)	Silver (Refined)	Gold (Refined)
Wool cloak	8 ells	2 <i>aurar</i> (0.06 kg / 2 ounces)	—	—
One ell of broad linen	4 ells	1 <i>eyrir</i> (0.03 kg / 1 ounce)	—	—
Hide of one fully grown cow	26 ells	6.5 <i>aurar</i> (0.18 kg / 6 ounces)	—	—
Fox skin	4 ells	1 <i>eyrir</i> (0.03 kg / 1 ounce)	—	—
Livestock				
Sheep with lambs	16 ells	4 <i>aurar</i> (0.11 kg / 4 ounces)	—	—
Goat with kids	16 ells	4 <i>aurar</i> (0.11 kg / 4 ounces)	—	—
Cow	80 ells	20 <i>aurar</i> (0.56 kg / 20 ounces)	2.7 <i>aurar</i> (0.07 kg / 2 ounces)	—
Horse	80 ells	20 <i>aurar</i> (0.56 kg / 20 ounces)	2.7 <i>aurar</i> (0.07 kg / 2 ounces)	—
Pig with piglets	80 ells	20 <i>aurar</i> (0.56 kg / 20 ounces)	2.7 <i>aurar</i> (0.07 kg / 2 ounces)	—
Property				
Farmland with standing farm	4,200 ells	1,050 <i>aurar</i> (29.4 kg / 65 lbs.)	140 <i>aurar</i> (3.92 kg / 9 lbs.)	17.5 <i>aurar</i> (0.49 kg / 1 pound)
<i>Knörr</i> ship, including sail and oars	10,000 ells	2,500 <i>aurar</i> (70 kg / 154 lbs.)	333.3 <i>aurar</i> (9.33 kg / 21 lbs.)	41.7 <i>aurar</i> (1.17 kg / 3 lbs.)
<i>Dreki</i> ship, 18 benches, including sail and oars	16,000 ells	4,000 <i>aurar</i> (112 kg / 247 lbs.)	533.3 <i>aurar</i> (14.93 kg / 33 lbs.)	66.7 <i>aurar</i> (1.87 kg / 4 lbs.)
Weapons and Armor				
Spear	40 ells	10 <i>aurar</i> (0.28 kg / 10 ounces)	1.3 <i>aurar</i> (0.04 kg / 1 ounce)	—
Sax	120 ells	30 <i>aurar</i> (0.84 kg / 30 ounces)	4 <i>aurar</i> (0.11 kg / 4 ounces)	—
Shield	200 ells	50 <i>aurar</i> (1.4 kg / 3 lbs.)	6.7 <i>aurar</i> (0.19 kg / 7 ounces)	—
Battle Axe (1H)	140 ells	35 <i>aurar</i> (0.98 kg / 35 ounces)	4.7 <i>aurar</i> (0.13 kg / 5 ounces)	—
Long Axe (2H)	240 ells	60 <i>aurar</i> (1.68 kg / 4 lbs.)	8 <i>aurar</i> (0.22 kg / 8 ounces)	1 <i>eyrir</i> (0.03 kg / 1 ounce)
Broadsword	1,200 ells	300 <i>aurar</i> (8.4 kg / 19 lbs.)	40 <i>aurar</i> (1.12 kg / 2 lbs.)	5 <i>aurar</i> (0.14 kg / 5 ounces)
Chain mail shirt	2,400 ells	600 <i>aurar</i> (16.8 kg / 37 lbs.)	80 <i>aurar</i> (2.24 kg / 5 lbs.)	10 <i>aurar</i> (0.28 kg / 10 ounces)

Movement Rates (p65)

Speed	Combat Round	Hour	Day
Walking	10 meters (11 yards)	3 kilometers (1.8 miles)	30 kilometers
Running, normally	30 meters (33.5 yards)	9 kilometers (5.6 miles)	90 kilometers
Running, sprinting	50 meters (55 yards)	15 kilometers (9.3 miles)	150 kilometers
Skiing, normally	50 meters (55 yards)	15 kilometers (9.3 miles)	—
Skiing, racing	100 meters (110 yards)	30 kilometers (18.6 miles)	—
Swimming	5 meters (16 feet)	1.5 kilometers (.9 miles)	15 kilometers
Riding, walking speed	12 meters (13 yards)	3.6 kilometers (2.2 miles)	36 kilometers
Riding, gallop	60 meters (66 yards)	18 kilometers (11.2 miles)	—





TIMEKEEPING (P147)

Times of Day

Hour	Day-mark
6 a.m.	Hour of rising (<i>rismál</i>)
9 a.m.	Day meal (<i>dagmál</i>)
12 noon	High day (<i>hádegí</i>)
3 p.m.	Mid-afternoon meal (<i>undorn</i>)
6 p.m.	Mid-evening (<i>miður-aptan</i>)
9 p.m.	Night meal (<i>nátt-mál</i>)
12 midnight	Midnight (<i>mið-nætti</i>)
3 a.m.	Last part of the night (<i>ótta</i>)

Weekday Names

Day	Icelandic
Sunday	Sun Day (<i>Sunnudagur</i>)
Monday	Moon Day (<i>Mánadagur</i>)
Tuesday	Týr's Day (<i>Týsdagur</i>)
Wednesday	Óðinn's Day (<i>Óðinsdagur</i>)
Thursday	Þor's Day (<i>Þórsdagur</i>)
Friday	Freyja's Day (<i>Frjádagur</i>)
Saturday	Washing Day (<i>Laugardagur</i>)

Names of the Months

Month	Dates
Winter Finding (first winter month)	October 14 to November 13
Frost Month	November 14 to December 13
Jól	December 14 to January 13
Þorri	January 14 to February 13
Barren Month	February 14 to March 13
Single Month	March 14 to April 13
Summer Finding (first summer month)	April 14 to May 13
Eggtide	May 14 to June 13
Midsummer	June 14 to July 13
Haymaking	July 14 to August 13
Double Month	August 14 to September 13
Harvest Month	September 14 to October 13

SIZE OF ITEMS (P69)

Size of Items

SIZ	Kilos	SIZ	Kilos
1	0-5	25	218-237
2	6-11	26	238-258
3	12-17	27	259-282
4	18-24	28	283-307
5	25-35	29	308-335
6	36-41	30	336-366
7	42-49	31	367-399
8	50-54	32	400-435
9	55-58	33	436-475
10	59-64	34	476-518
11	65-70	35	519-565
12	71-75	36	566-616
13	76-80	37	617-672
14	81-85	38	673-733
15	86-90	39	734-799
16	91-95	40	800-871
17	96-100	41	872-950
18	101-115	42	951-1,039
19	116-130	43	1,040-1,129
20	131-145	44	1,130-1,229
21	146-160	45	1,230-1,349
22	161-184	46	1,350-1,469
23	185-201	47	1,470-1,599
24	202-219	48	1,600-1,739

WEIGHTS & MEASURES (P11)

Weight and Distance Conversions

Metric	Imperial	Approximate
1 kg	2.2 lb	A jug of wine
½ kg	1.1 lb	A melon
¼ kg	½ lb	A large apple
100 g	3½ oz	A small pear
100 km	62 miles	15 hours of walking*
10 km	6 miles	2 hours of walking*
1 km	1,100 yards (¾ miles)	10 minutes of walking*
½ km	550 yards (½ miles)	5 minutes of walking*
¼ km	275 yards	2½ minutes of walking*
100 m	110 yards	Shouting distance
10 m	11 yards	Loud talking distance
1 m	3'3"	A walking stick
½ m	1'7"	A short step
¼ m	10"	A knife's length
10 cm	4"	A small spoon

* At a normal human walking speed (MOV 8).

RUNNING A RAID (P152-154)

Risk/Reward Ratings

RR	Type of Settlement	Population
1	Isolated farm or tiny monastery	1–10
2	Small group of farms or small-to-medium monastery	11–30
3	Hamlet or a large monastery	30–100
4	Small village	100–200
5	Large village	200–500
6	Small town	500–2,000
7	Large town	2,000–4,000
8	Small city	4,000–6,000
9	Large city	6,000–10,000
10	Metropolis	10,000+

Loot Run Opposition

RR	Opponent quality	Number of Opponents
9+	Guards	RR+3D6
5–8	Guards	RR+2D6
2–5	Warriors	RR+1D6
0–1	Farmers/townsfolk	RR+1D4

Return to the Ship

RR	Opponents
9 or more	3D6+3 guards, 80% chance they are on horseback. The heroes' ship is chased by an enemy ship.
7–8	1D6+2 guards. 70% chance they are on horseback.
5–6	1D4+2 warriors. 60% chance they are on horseback.
2–4	1D4+1 warriors. 40% chance they are on horseback.
0–1	No pursuers.

Valuable Loot

Roll Result	Item (gamemaster chooses one)	Value
Critical	Chain mail armor (If RR is lower than 5, then mail is damaged and has half HP, otherwise it is in perfect condition)	2,400 ells of <i>vaðmál</i> in perfect condition, half that if damaged
Up to 29	Silver coins	RR+1D4 <i>eyrir</i> of currency-grade silver
30–39	Silver brooch, silver buckle, silver wire	RR+1D6 <i>eyrir</i> of refined silver
40–49	Silver rings, silver, spoon, ivory figurine	RR+1D8 <i>eyrir</i> of refined silver
50–59	Silver armband, exotic tapestry, scale mail armor	RR+1D10 <i>eyrir</i> of refined silver
60–69	Glass bead necklace, silver goblet, exotic cloth	RR×100 ells of <i>vaðmál</i>
70–79	Amber amulet, silver pitcher, gold pin	RR×120 ells of <i>vaðmál</i>
80–89	Gold brooch, gold wire, ivory pegleg	RR+1D10 <i>eyrir</i> of refined gold
Over 90	Sword, polearm (<i>Atgeir</i>)	1,200 ells of <i>vaðmál</i>

General Loot

Roll Result	Item (gamemaster chooses one)	Value
Up to 20	Wool cloak, leather belt, leather gloves	RR×(1D4+1) in ells of <i>vaðmál</i>
20–39	Bone comb, brass buckle, leather boots	RR×(1D6+1) in ells of <i>vaðmál</i>
40–49	Furs, copper chalice, ornate drinking horn	RR×(1D6+3) in ells of <i>vaðmál</i>
50–59	Thrall, fur-lined hooded cloak, pewter candelabra	80 in ells of <i>vaðmál</i>
60–79	Thrall, bow and arrows, iron brazier	120 in ells of <i>vaðmál</i>
80–84	Walrus tusk, ornate tapestry, bronze candelabra	130 in ells of <i>vaðmál</i>
85+	Battle axe, lute, wax writing tablet, leather armor	140 in ells of <i>vaðmál</i>
Fumble	Trap or accident	Roll Dodge or take 1D3 damage to a random hit location

Risk/Reward Variation

D10	RR Modifier
1	–2
2–3	–1
4–7	±0
8–9	+1
10	+2

Arrival Opposition

RR	Quality of Opponents	Number	Additional Opposition
0	Farmers/townsfolk	1D6+1	—
1–3	Half warriors, half farmers/townsfolk	1D6+3	—
4–5	Warriors	1D8+5	30% chance of wooden wall
6–8	Half guards, half warriors	1D8+8	60% chance of wooden wall, 30% chance of 1D3 archers
9+	Guards	RR+2D6	Wooden wall; 1D4 archers

* Wooden walls may be climbed with the use of rope and a successful Climb roll. A Spot Hidden roll may be attempted to locate the weakest part of the wall, which can be broken through by inflicting RR×2D6 hit points of damage to that section.



RUNE MAGIC CHEAT SHEET

Rune Magic Fundamentals: Building a Simple Three Runes Script

- ▶ Determine what your hero wants to affect with magic and in what way (positive/negative, etc.).
- ▶ Look at the runes they know.
- ▶ Pick one rune that can be used to enact the desired effect.
- ▶ Choose two more runes to combine with the first to form a sentence. This is the *galdur*.

Full Magic Rules Reference

Creating a Magical Rune Script

1. Choose the runes.
2. Carve and dye the runes on an object (time required: one combat round). If during combat, must roll **Craft**.
3. In the following melee round, sing a *galdur* stating the purpose of the magical rune script.
4. Roll **Rune Magic**.

Steps 1 and 2 may be done in advance. Steps 3 and 4 can then be completed later, before the next sunrise.

The magic can take effect immediately or at a time specified by the *galdur*.

When singing the *galdur*, it is necessary to touch the target or something that has been in direct contact with the target (Law of Contagion).

Number of runes in a script: three, five, seven, or nine.

Magic Point Cost

- ▶ Two magic points per rune in the script.

Rune Powers

- ▶ **Uses** are the meanings associated with the runes and are used to manipulate the reality of the setting, such as using the water rune to bring forth rain. Runes can also appear in a script simply to complete its meaning.
- ▶ **Effects** modify the rules system itself, such as boosting characteristics, skill scores, etc. The runemaster chooses which rune or runes in the script are being employed for their Effect, if any.

Mechanical Effect Limits

- ▶ **Three-rune Script:** Maximum of 1 Effect
- ▶ **Five-runes Script:** Maximum of 2 Effects
- ▶ **Seven-rune Script:** Maximum of 3 Effects
- ▶ **Nine-rune Script:** Maximum of 4 Effects

Rune Magic Results

Result	Effect
Critical	The magical rune script works with double effectiveness, producing an effect twice as potent. If it inflicts damage, that damage is doubled. If the script has an intended duration, the runemaster may choose to extend it. The required magic points are expended.
Special Success	The magical rune script works with 1.5 × effectiveness. The required magic points are expended.
Success	The magical rune script works just as the runemaster intended, with the predicted intensity. The required magic points are expended.
Failure	A mistake was made in the singing of the <i>galdur</i> , and the magical effect fails to manifest. The required magic points are still locked in the carved runes of the script, and the runemaster may make another attempt to sing the <i>galdur</i> and unleash its power in the next melee round with a new Rune Magic roll.
Fumble:	The magical effect manifests, but it is spectacularly twisted. One of the runes of the script, chosen by the gamemaster, has its meaning and Use/Effect reversed, with disastrous repercussions. The required magic points are expended.

Rune Script Magic Point Costs

Script Length	MP Cost	Max Effects	Sample Effects
3 runes	6	1	+30% to Sword skill
5 runes	10	2	+30% to Sword skill, 6 armor points
7 runes	14	3	+30% to Sword skill, 6 armor points, +4 to STR

Rune Effect Limits

Effect	Limit
Skill points	+30%
Temporary hit points	+9 hit points
Healing	1D6+1 hit points to one hit location
Armor points	6 armor points to all hit locations (not cumulative with armor worn)
Damage to creature	3D6 hit points to one hit location
Damage to object or building	3D10 hit points
Damage bonus to weapon	+2D4
Characteristic increase	+4 points



RUNES

THE FIRST ÆTT – FREYR'S ÆTT

Rune	Name	Meaning	Areas of Power	Uses & Effects
ᚼ	Fé	Wealth, cattle.	Wealth, fertility, animals.	Generate Wealth, Work with Animals, Bring Fertility. +30% to Farm, +30% to Animal Lore, Add +4 to CON.
ᚱ	Úr	Auroch, slag, drizzling rain.	Strength, endurance, bravery, willpower, health, aging, nature-given wealth.	Increase Strength, Protect from Magic, Wealth from nature. Add +4 to STR, +30% to defend against magic attack, Heal 1D6+1 hp on one location.
ᚦ	Þurs	Protection, a thorny vine.	Active defense, protection, plants, anger, lust.	Defend against foes, Influence plants, Soothe anger. +30% to parry, +30% to Dodge, +30% to Plant Lore.
ᚱ	Óss	The god Óðinn.	Knowledge, wisdom, communication, the mouth, travel, divination, magic, mythic creatures.	Enhance communication, Influence speech, Aid divination. +30% to Prophecy, +30% to one Lore skill, +30% to Skaldic Poetry.
ᚱ	Reið	Ride.	Movement, riding, travel, journey.	Guide travel, Protect travelers, Hasten progress. +30% to Ride, +30% to Navigate, Add +4 to DEX.
ᚱ	Kaun	Sore, Fire.	Fire, sore, craft, destruction for the purpose of creation.	Emit light or heat, Create fire, Burn or break objects. Burn hit location (3D6 hp), Damage object (3D10 hp), +30% to Craft.
ᚱ	Gjöf	Gift, generosity.	Peace, love, aid, balance, trust.	Guide negotiation, Inspire loyalty, Foster relationships. +30% to Charm, +30% to Orate, Heal 1D6+1 hp on one location.
ᚱ	Vend	Bliss.	Happiness, relationship, hope, kinship.	Inspire joy, Ease negativity, Calm crowds. +30% to Charm, +30% to Insight, Add +4 to CHA.

THE SECOND ÆTT – HAGAL'S ÆTT

Rune	Name	Meaning	Areas of Power	Uses & Effects
ᚱ	Hagall	Hail.	Destruction, transformation, weather.	Reverse rune meaning, Summon destructive hail, Transform objects. Freeze hit location (3D6 hp), Damage object (3D10 hp), Slow movement to ¼.
ᚱ	Nauð	Necessity.	Endurance, trouble, deliverance.	Endure hardship, Boost stamina. Banish fatigue. +30% to Treat Poison, +30% to Survival, Add +4 to CON.
ᚱ	Íss	Ice.	Cold, calming a situation.	Create shaped ice (1m³), Cool tempers, Cool relationships. +30% to Skiing, +30% to Listen, Add +4 to POW.
ᚱ	Ár	Year, Harvest.	Harvest, marriage, justice.	Bless harvests, Aid marriages, Extend rune script duration. +30% to Farm., +30% to Plant Lore, +30% to Customs (any).
ᚱ	Ýr	Yew tree.	Patience, death, the dead.	Encourage patience, Invite fatal risk. Speak with the dead. +30% to a skill requiring patience, Double fumble chance, Delay death to scene's end.
ᚱ	Peorð	Fate.	Mysteries, gambling, luck, detecting poison, concealment.	Manipulate luck, Sense hidden danger, Detect poison. +30% to Game, +30% to Conceal, +30% to Insight.
ᚱ	Elgur	Elk.	Defense, protection.	Bar door from one, Suppress curse temporarily, Turn objects into shield. +30% to Hide, +30% to Shield, 6 AP to all hit locations. Not cumulative.
ᚱ	Sól	Sun.	Light, heat, triumph.	Clear skies, Produce warmth/light, Sense evil intent. +30% to a weapon skill, +30% to Search, Double critical success chance (max 10%)

THIRD ÆTT – TÝR'S ÆTT

Rune	Name	Meaning	Areas of Power	Uses & Effects
ᚱ	Týr	The god Týr.	Danger, warrior, battle, honesty, justice.	Sway battle or warrior, Influence legal truth, Compel truth-telling. Add +30% to Battle, Add +30% to Law, +30% to a weapon skill.
ᚱ	Bjarkan	Birch.	Childbirth, rebirth, growth, health, healing, regeneration.	Affect children/childbirth, Heal wounds, Prevent pregnancy. Heal 1D6+1 to one location, Add +4 SIZ (HP unchanged), +30% to Treat Disease.
ᚱ	Eykur	Horse.	Horses, travel, loyalty, pride.	Spread rumor, Influence horse, Strengthen loyalty. Double horse's MOV, Double horse's HP, +30% to Ride.
ᚱ	Maður	Mankind.	Society, human qualities, human flaws, mortality.	Influence societal opinion, Tap Well of Fate, Give human trait or flaw. +30% to Speak Other Language, +30% to one Lore, +4 INT.
ᚱ	Lögur	Water.	Ships, sea journey, mutability, water, treasure, rapid change.	Influence water or sea, Aid sea travel, Accelerate transformation. +30% to Shiphandling, +30% to Navigate, +30% to Swim.
ᚱ	Ing	The god Ing (Freyr).	Fertility, pregnancy, health, peace, safety.	Inspired ideas (ask GM 1one question), Influence dreams, Communicate with elves. +30% to Second Sight, +30% to Survival, +30% to First Aid.
ᚱ	Óðal	Possession.	Inheritance, estate, possession.	Influence family affairs, Locate lost items, Find graves or corpses. +30% to Customs (any), +30% to Area Lore (any), +30% to Scan.
ᚱ	Dagur	Day.	Areas of Power: Day, time, light, joy, unexpected luck.	Alter duration of events. Trigger lucky occurrence, Reveal past or future vision. Double healing rate, Ignore darkness penalties, +30% to Prophecy.

SEIÐUR MAGIC (p203-209)

Rune Magic vs. Seiður Magic (p203)

	Rune Magic	Seiður Magic
Preparation Time	Immediate	Requires a long ritual
Duration of Effect	Usually short	Can be very long
Effect Target	Usually self	Mainly other people
Direct Damage	Yes	No
Practitioners Can Combine Forces	No	Yes

Seiður Magic Roll Results

Result	Effect
Critical	The practitioner can touch the threads of fate with great precision and may choose to increase any one spell element of their choice (Duration, Distance, or Dimension) by up to three additional levels, to a maximum level of 6.
Special Success	The spell works even better than expected. The practitioner may choose to increase Dimension by one additional level, to a maximum level of 6.
Success	The spell works as intended.
Failure	The spell fails to produce any magical effect. The practitioner may attempt the same ritual again on the next day.
Fumble	The practitioner loses control of the magical forces, and they act in some way opposite to how it was intended.

Duration of Magical Effects

Level	Duration	MP Cost
0	Immediate /one combat round	0
1	Minute	1
2	Hours	3
3	Days	6
4	Weeks	9
5	Months	12
6	Years	15

Distance of Spell Effect

Level	Distance	MP Cost
0	Line of sight	0
1	Within a single day's ride	1
2	Within a few days' ride	3
3	Within a week's ride	6
4	In this country	9
5	In another country the hero has visited	12
6	Anywhere	15

Dimension of Magical Effect

Level	Dimension	MP Cost
0	Mundane	0
1	Very weak	1
2	Weak	3
3	Medium	6
4	Strong	9
5	Very strong	12
6	Fantastic	15

Shapeshifting Effects

Level	Effect
0	Dogs will bark at the target.
1	Target gains one sense of the chosen animal (sight, smell, hearing—use Scan or Track roll of that animal as appropriate).
2	Target's face changes to look like a hybrid between human and the chosen animal and allows for speaking with that animal type.
3	Gains the movement rate of that animal.
4	Gain some physical characteristic of that animal, such as talons or gills.
5	Fully take on the form of a natural animal of similar mass (SIZ) of the target.
6	Fully take on the form of a natural animal of any size.

