

BLOODEALL

**Sword & Sorcery Rules For Tabletop Roleplaying
And Miniatures Wargaming**

RULES COMPENDIUM

By | Red Lily Adventuring

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Bloodfall

Sword & Sorcery Rules For Tabletop Roleplaying And Miniatures Wargaming

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CHAPTER 1: CHARACTER GENERATION

For the sake of ease we are going to separate Character Generation into two sections: Before You Start Your First Session and After You've Played Your First Session. First we will detail what you need to do Before You Start Your First Session. There are a few steps:

STEP ONE: CHOOSE AN ANCESTRY

During this step, you choose which Ancestry that you want your character to be from: Álfar, Dweorgr, Human, Kottir, or Ul-Kor.

ÁLFAR

The Álfar (or Ibarthalain in the High Tongue) are that folk which in Mannish dialects are called Elves. They hail from the world of Faerie but some have chosen (or been banished to) live among the mortal peoples of Ereh. The Elves have a singular major power base in the mortal world, Lothonia, the seat of the Summer Court which is presided over by King Oberon and Queen Titania and the Lords of Fire. Elves are on average 6 to 7 feet tall. Álfar do not have cultures in the same way that Men and their ilk do but rather have "types" for lack of a better word that are determined by their estate among the Courts of their Realm. The four estates of the Elfish Lords are: the Ardir, the Meindir, the Gwyldir, and the Tirami, these are detailed in Chapter 2: Cultures.

Table 1.1: Álfar Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	2d6+6
Finesse (FIN)	2d6+6
Might (MIG)	3d6
Size (SIZ)	2d6+6
Mental Characteristics	
Education (EDU)	2d6+6
Intuition (INT)	3d6
Willpower (WILL)	2d6+6
Wit (WIT)	3d6
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6

Álfar Traits

Starting Age: 100 + 4d6

Height: 5 feet 7 inches + 2d10 + ½ SIZ

Weight: 100 + (2d6×2d6) + ½ SIZ

Song of Brook and Leaf: As an Álfar, you are able to understand and speak to the spirits of nature, including but not limited to plants, insects, bodies of water, rocks and stones, and small woodland creatures.

DWEORGR

The Dweorgr (pronounced dw-ahr-gir), are sometimes called dwarfs by Humans (though this is generally considered an insult among the Dweorgr) because of their height in relation to the Mannish peoples but there is nothing short about the stature of this proud folk in the history of Ereh. Some among the less educated might believe that Dweorgr are properly classified as one of the Fair Folk but as any scholar worth their salt knows that they are indeed Cythfolk and descended from a very distance common ancestor with Humans. Dweorgr are on average about 4 ½ to 5 ½ feet tall and of a slightly stockier build than humans but it is not unheard of for some of them to reach 6 feet in height. There are three main Dweorgr cultures in the known world: Hyllar, Dūnnar, and Dramnian, these are detailed in Chapter 2: Cultures.

Table 1.2: Dweorgr Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	3d6
Finesse (FIN)	3d6
Might (MIG)	3d6+6
Size (SIZ)	1d4+5
Mental Characteristics	
Education (EDU)	3d6
Intuition (INT)	2d6+6
Willpower (WILL)	3d6
Wit (WIT)	3d6
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6

Dweorgr Traits

Starting Age: 50 + 3d6

Height: 4 feet 0 inches + 5d4 + ½ SIZ

Weight: $110 + (2d6 \times 2d6) + \frac{1}{2} SIZ$

Dwervault Architecture: As a Dweorgr, you are more familiar than other Cythfolk with the construction of underground vaults and dungeons. You automatically notice slanting hallways. You also gain a +20% familiarity bonus to Skill Checks made to notice unusual stonework, traps in stonework, unsafe stone construction or to recall knowledge regarding stone construction or its history.

HUMAN

According to legend, during the Age of Sundering, when the world was twain, the Roots of the Great Ash entered into and mingled with the thoughts of the Mind of Eroc. At once thoughts entered into the wood of the Roots and some among them sprang to life, sewing shut the world. Thus Humans arose from the thought-bearing wood of the Roots, the children of Eroc. Humanity goes by many names in the world of Ereh, be it Humans, Men, Kenwight in some of the old tongues, or the Children of Eroc. They live all across the world and have many different cultures and civilizations, eight of which will be detailed in this book as options for players: the Aelarothians, the Aralians, the Emoreans, the Fortrians, the Illirans, the Manrathi, the Seharians, and the Tarrassians. These are all detailed in Chapter 2: Cultures.

Table 1.3: Human Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	3d6
Finesse (FIN)	3d6
Might (MIG)	3d6
Size (SIZ)	2d6+6
Mental Characteristics	
Education (EDU)	3d6
Intuition (INT)	3d6
Willpower (WILL)	3d6
Wit (WIT)	3d6
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6

Human Traits

Starting Age: $15 + 1d6$

Height: $4 \text{ feet } 5 \text{ inches} + 4d6 + \frac{1}{2} SIZ$

Weight: $95 + (2d6 \times 2d6) + \frac{1}{2} SIZ$

Mortal Vigor: As a Human, once per a Week, you may choose to succeed on an Injury test made when you fall below the Major Wound threshold.

KOTTIR

The Kottir are the youngest of all of the ancestries on the world of Ereh, having only diverged from Humans in the last 1,000 years. Kottir tend to look somewhat like Humans but of a slimmer frame and lesser in height, with thicker, shaggier hair and cat-like ears instead of the more human-like ears of other Cythfolk. There are many theories about how they came to be, but there is no consensus among scholars. Due to their recent emergence, Kottir don't really have cultures of their own and tend to blend themselves in with the dominant human culture of the region that they hail from.

Table 1.4: Kottir Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	2d6+6
Finesse (FIN)	2d6+6
Might (MIG)	3d6
Size (SIZ)	2d6+6

Characteristic	Dice Rolled
Mental Characteristics	
Education (EDU)	3d6
Intuition (INT)	3d6
Willpower (WILL)	3d6
Wit (WIT)	3d6

Characteristic	Dice Rolled
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6

Kottir Traits

Starting Age: $15 + 2d6$

Height: $4 \text{ feet } 5 \text{ inches} + 4d6 + \frac{1}{2} SIZ$

Weight: $95 + (2d6 \times 2d6) + \frac{1}{2} SIZ$

Feline Claws: As a Kottir, your claws are a natural weapon of sorts, they use the Brawl Combat Skill and deal $1d6+dm$ damage.

UL-KOR

The Ul-Kor (known as Orcs to many Humans) are a proud and powerful folk who live in many great kingdoms further to the south as well as Throm-Shal in the north. Within Human dominated lands they tend to live in loosely associated nomadic or semi-nomadic clan structures. The relationship between Human populations and the Ul-Kor can sometimes be extremely antagonistic but both ancestries tend to try to keep the peace more often than not (though some Human peasant populations can be a detriment to this noble effort). There are three main Ul-Kor cultures: Sa'amite, Vadrian, and Yarman. These are all detailed in Chapter 2: Cultures.

Table 1.5: Ul-Kor Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	3d6
Finesse (FIN)	3d6
Might (MIG)	3d6+6
Size (SIZ)	2d6+8
Mental Characteristics	
Education (EDU)	3d6
Intuition (INT)	2d6+6
Willpower (WILL)	3d6
Wit (WIT)	3d6
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6

Ul-Kor Traits

Starting Age: 10 + 2d6

Height: 5 feet 5 inches + 4d6 + ½ SIZ

Weight: 120 + (2d6 x 2d6) + ½ SIZ

Long Distance Rider: As an Ul-Kor you are used to needing to be ahorse for long periods of time. You have the ability to sleep while in the saddle when you are on an expedition with at least three other player characters.

STEP TWO: GENERATE YOUR CHARACTERISTICS

During this step, you determine the underlying Characteristics which tell you the most about what sort of character it is that you're generating, whether that be a mighty knight or a shrewd scholar. These Characteristics are: Agility (AGI), Finesse (FIN), Might (MIG), Size (SIZ), Education (EDU), Intuition (INT), Willpower (WILL), Wit (WIT), Charisma (CHA), Fairness (FAIR), and Nobility (NOB). They are determined by rolling the dice specified on your Ancestry's Characteristic Rolls table.

AGILITY (AGI) (PHYSICAL)

Your Agility is a measure of your speed and overall dexterity. It affects your ability to move stealthily, your overall speed. If your AGI is ever reduced to zero, you are incapable of moving. Your Referee might have you roll an AGI Check in order balance on a deteriorating rope bridge, to keep your footing on a ship's deck in a tumultuous storm, or any other situation which relies on dexterity for which a specific skill does not exist. Your AGI may not exceed a score of 21 by any means.

FINESSE (FIN) (PHYSICAL)

Your Finesse is a measure of your fine motor skills. It affects your ability to do things like pick locks or tie knots. Your Referee might have you roll a FIN Check if you are attempting to do something that would not normally require a roll, like putting a key in a lock, but you are somehow impaired (for example via alcohol). Your FIN may not exceed a score of 21 by any means.

MIGHT (MIG) (PHYSICAL)

Your Might is a measure of both your overall brawn as well as your physical vigor and endurance. If your MIG is ever reduced to zero, you die outright (ignoring all other dying rules). Your Referee might have you roll a MIG Check if you attempt lifting a heavy metal portcullis, breaking down a door, or doing anything else that requires strength but does not have a specific skill. Your MIG may not exceed a score of 21 by any means.

SIZE (SIZ) (PHYSICAL)

Your Size is a rough estimate of your combined height, weight, muscle mass, and a slew of other factors. There are no Characteristic Checks made for SIZ. Your SIZ can be increased and decreased by various means (starvation, dieting, training, losing a limb, etc.) and any effects which would change your SIZ will be specified in their specific sections of this book.

EDUCATION (EDU) (MENTAL)

Your Education is a measure of your experience in the academic world and with specific professional training. Your Referee might have you roll an EDU Check in situations where your character is attempting to recall what might be general knowledge (like the name of a local noble or anything else that does not have a specific skill associated with its knowledge).

INTUITION (INT) (MENTAL)

Your Intuition is a measure of your general awareness of your surroundings and judgment of things both socially and spatially. If your INT is ever reduced to zero, you are put into a catatonic state. Your Referee might have you roll an INT Check when you are stuck and trying to figure something out but there is no specific skill that would make much sense in the particular situation.

WILLPOWER (WILL) (MENTAL)

Your Willpower is a measure of your mental fortitude, capacity to keep cool under stress, as well as your attunement to the aether which permeates all of reality. Your Referee might have you roll a WILL Check in situations where your ability to resist and stay calm are in question, such as during a particularly intense interrogation.

WIT (WIT) (MENTAL)

Your Wit is a measure of your ability to think on your feet and your way with words. Your Referee might have you roll a WIT Check in situations where a sharp tongue is called for but there is no particular skill which best fits the situation.

CHARISMA (CHA) (SOCIAL)

Your Charisma is a measure of your social gravitas. It influences your ability to command and influence non-player characters. Your Charisma also affects how many retainers your character may attract and the overall loyalty of those retainers.

FAIRNESS (FAIR) (SOCIAL)

Your Fairness is a measure of your physical features and general attractiveness. Your Referee might have you roll a FAIR Check when you are attempting to use your physical attributes influence another person.

NOBILITY (NOB) (SOCIAL)

Your Nobility is a measure of your family's socio-economic stature and the manner in which the greater community views you. This does not always mean you are in the direct line of succession (this should be worked out with your Referee).

Table 1.6: Nobility Family Status Table

Range	Familial Status
3	Free Peasants
4-5	Merchants
6-8	Artisans
9-10	Unlanded Knights
13-15	Lesser Landed Nobles
16-17	Higher Landed Nobles
18	Royalty

CHARACTERISTIC Checks

If a Characteristic Checks is called for, first multiply the score of the specified Characteristic by 5 in order to generate a percentage out of 100 and the roll 1d100 and follow the rules for resolving Checks.

STEP 2: GENERATE QUIRKS

There is a 40% chance of your character having a "Quirk" which is a special rule which changes the way they operate. It may be either some sort of special lineage that they are descended from or some form of disability or other aspect of their past which defines how they operate in a particularly special way that is not covered by other rules systems. If you do have a Quirk, there is an additional 5% of instead having two Quirks. These are detailed in Appendix A: Quirks.

STEP 3: CALCULATE DERIVED CHARACTERISTICS

Your character also has some defining characteristics which are determined by and derived from their main Characteristics which you just generated. If those main Characteristics are ever changed in any manner you will need to recalculate these Derived Characteristics. These derived characteristics are: your Wounds, your Injured Threshold, your Damage Modifier, your Hit Location Statistics, your Aetheric Affinity, your Saving Throws and your Movement (MOVE).

WOUNDS

Your Wounds Characteristic is a measure of how much you can withstand the demands of battle. It is determined by adding together your MIG and your SIZ Characteristics.

INJURED THRESHOLD

Your Injured Threshold Characteristic is the amount of damage you need to take at one time to suffer an Injury (these can also be done by damage to Hit Locations). It is always half of your Wounds Characteristic.

DAMAGE MODIFIER

Your Damage Modifier is the way which your size and brawn affects the damage done by your attacks. It is determined by adding your MIG and your SIZ characteristics and finding the result on the following table.

Table 1.7: Damage Modifier Table

MIG + SIZ	DMG MOD	MIG + SIZ	DMG MOD
2-12	-1d6	73-89	+4d6
13-16	-1d4	90-104	+5d6
17-24	NONE	105-120	+6d6
25-32	+1d4	121-136	+7d6
33-40	+1d6	137-152	+8d6
41-56	+2d6	153-168	+9d6
57-72	+3d6	Each +16	Additional +1d6

HIT LOCATIONS

Your Hit Locations are a representation of your character's body parts and what happens to them when they are hit by extremely damaging or well placed attacks. Each Hit Location has Wounds equal to one sixth of your total wounds. Further rules regarding Hit Locations can be found in Chapter 7: Adventuring Rules.

AETHERIC AFFINITY

Your Aetheric Affinity is a measure of how deeply your character is capable of drinking of the well of Mana and their overall aptitude for magick. It is represented mechanically by a pool of points referred to as Mana Points. Every character has Mana Points but only a few learn how to utilize Mana to perform magick. Your character starts with an amount of Mana Points equal to your WILL characteristic and the maximum amount of Mana Points that your character can have a reserve of is always equal to that characteristic as well. Mana Points recover at a rate of 1 per Hour of rest taken. If your reserve of Mana Points ever drops to 0, your character falls unconscious until they regain at least one Mana Point. See Chapter 9: Magick for further rules regarding this subject.

SAVING THROWS

Sometimes an effect might call for a Saving Throw, which is a specific sort of Check made to determine how well you resist adverse effects. These are rolled just like any other Check but are calculated as detailed in this section. There are three specific types of Saving Throws: vs Contagions, vs Magick, and vs The Elements. The Save vs Contagions is modified by your MIG Characteristic, the Save vs Magick is modified by your WILL Characteristic, and the Save vs The Elements is modified by your AGI Characteristic. The starting value for each Saving Throw is calculated by the following formula:

$$\text{Base Chance (05\%)} + (\frac{1}{2} \text{ Characteristic} \times 5)$$

So for example, if you have an AGI of 12 then your Save vs The Elements would come out to a starting value of a 35% chance of success.

MOVEMENT (MOVE)

Your Movement (MOVE) Characteristic is at base 10 hexes (60 feet) per Combat Round. This is then modified by your Encumbrance. At a Light Encumbrance (5 times your MIG Characteristic) it is reduced down to 8 hexes (48 feet) per Combat Round. At a Moderate Encumbrance (10 times your MIG Characteristic) it is reduced down to 6 hexes (36 feet) per Combat Round. If you are wearing Medium Armor, your MOVE cannot be more than 8 hexes per Combat Round. If you are wearing Heavy Armor, your MOVE cannot be more than 6 hexes per Combat Round. At a Severe Encumbrance (15 times your MIG Characteristic), your MOVE is reduced down to 0 hexes (0 feet) per Combat Round.

STEP 4: DETERMINE STARTING ALLEGIANCES

Allegiances are your character's dedication to a specific metaphysical and geopolitical faction, its ideas, and its leaders. These Allegiances are: **Dorantar the Lord of Law**, the **Five Primeval Dragons**, the **Demon**

Gods of the 72 Hells, the Lords of Fairie, and the Old Gods of the Balance. This is measured in Allegiance Scores which represents how closely your character's actions match their stated beliefs. Each Allegiance will detail which sorts of actions will raise this score and some Professions will also raise these scores. These should be seen as suggestions and should be augmented as the Referee sees fit. These particular scores always begin at zero and then are raised from there.

DORANTAR THE LORD OF LAW

STEP 5: PICK A CULTURE

During this step you select which culture that your character belongs to as detailed in Chapter 2 of this book.

STEP 6: PICK AN ORIGIN

During this step you select an Origin for your character as they are detailed in Chapter 3 of this book.

SKILLS

Skills are abilities that represent your character's "Skill" at performing specific tasks or expertise with a specific field of knowledge. They are given a **Skill Rating** which ranges from 0% to 100% or possible even higher than that.

SKILL SPECIALTIES

Many skills are broad and require you to define a specialty, a more focused aspect of that skill. Art, for example, is a broad category, so it is divided into specialties such as Drawing, Painting, Sculpture, Writing, etc. These are listed after the skill name in parentheses. Thus, Melee Weapon (Sword) and Melee Weapon (Spear) are considered two different skills. At the Referee's discretion, if your character lacks a skill rating in an appropriate specialty, you can use a related skill or specialty's rating halved (rounding up), to make skill rolls.

SKILL CHECKS

Whenever your character wishes to take an action or accomplish a task where the outcome is in doubt, you must declare the desired action. The Referee will then call for a D100 roll against the appropriate Skill Rating. In general terms, a D100 roll equal to or under the modified skill rating grants success at the task, while a roll higher than the rating fails.

CHAPTER 2: ORIGINS

Your Character's Origin represents a combination of their family's socio-political background, their early education, and a multitude of other factors surrounding their birth and early childhood. Each Origin will determine which skills you can spend your Origin Skill Points (see Chapter 1) on, some of your starting equipment, and will sometimes limit which Novice Profession you may enter at the beginning of this character's journey.

ORIGIN SKILLS

At this point in character creation, you receive a pool 250 skill points to spend among the Origin Skills designated by the Origin that you choose for your character. You should have 10 total Origin Skills, 5 which are predetermined and then 5 selected from among the 8 options given.

ORIGIN EQUIPMENT

You receive some basic equipment from the Origin that you choose for your character. This is usually some sort of trinket and possibly tools of their trade but might be more elaborate for Origins of a higher social and economic status. See Chapter 6: Equipment for more details.

AVAILABLE STARTING PROFESSIONS

This section of an Origin description tells you which Novice Professions are available for a character of the Origin that you chose at the start of play. This does not limit which Professions you may choose to progress through during play but gives you a starting off point.

ORIGIN EVENTS

A lot happened during the course of your character's childhood but their Origin Event is the moment in time which defines them and helps to mold their outlook on the world. To determine their Origin Event, roll 2d3 on the Origin Events Table for the Origin that you chose.

ARTISAN

You are the child of a free artisan of the rank of journeyman, possessing membership in the guild of their craft. These guilds are organizations which protect the business interests of their members and are generally recognized in any settled area. They set standards of manufacture, influence local politicians, and provide access to the supplies needed for the practice of the craft.

Origin Skills: Carousing, Craft (any), Disable Traps, Open Locks, Spot and any five of the following: Art (Sketching), Escape Bonds, Drive, Humanistic Sciences (any), Local Knowledge, Natural Sciences (Chymistry), Natural Sciences (Engineering), or Natural Sciences (Physics)

Origin Equipment: a signet ring bearing the sigil of the guild to which your parents belonged, the tools required to practice your parent's trade

Available Starting Professions: Apprentice Craftsperson, Apprentice Rogue, Attendant, Aspiring Scholar, Citizen, Devout Laity, Seaman, Seminarian, Squire, Undergraduate Magician

Table 3.1: Artisan Origin Events

2d3	Origin Event
2	Your family's workshop is set ablaze in a riot. Take -1 to NOB and gain the Passion: Hate (Criminals).
3	Much to the chagrin of your family you are more interested in swordsmanship than learning a trade. Gain Melee Weapon (Swords) and Melee Weapon (any other) and lose Craft and Disable Traps as Origin Skills. Gain Lackey Bravo, Milites, and Private & lose Apprentice Craftsperson, Aspiring Scholar, and Undergraduate Magician as Available Starting Professions.
4	You spend several seasons apprenticing with another artisan family. Add 20 skill points to any other Craft Skill.
5	You spent a significant amount of time hanging around gambling dens. Add 10 skill points to the Gambling Skill.
6	A noble commissions you and your family for your work, roll a Craft Check. On a success, you receive 2d3 x 10 shillings. On a failure, you receive half of that.

BASTARD

You are the illegitimate child of a noble. You might have been raised in their keep alongside their legitimate children or you might have been spurned but the scandalous matter of your birth has shaped your life up until this point.

Origin Skills: Climb, Dodge, Hide, Jump, Sneak and any five of the following: Brawl, Drive, Grapple, Melee Weapon (any), Missile Weapon (any), Ride, Swim, Track

Origin Equipment: a plain but well tailored surcoat, a locket with something important inside

Available Starting Professions: Aide, Apprentice Rogue, Attaché, Bandit Lackey, Citizen, City Guard, Friar, Knight-Errant, Runner, Squire

Table 3.2: Bastard Origin Events

2d3	Origin Event
2	
3	
4	
5	
6	