

# WAYFARER'S SONG

## ATTRIBUTE TESTS :

<b>Difficulty</b>	<i>(skill<sup>1</sup>)</i>	<i>success needed</i>
<b>Very easy</b>	Rank 2	0 (no test to perform)
<b>Average</b>	Rank 3	1 success
<b>Fairly hard</b>	Rank 4	2 success
<b>Very hard</b>	Rank 5	3 success
<b>Horrible<sup>2</sup></b>	Rank 6	4 success
<b>impossible<sup>3</sup></b>	Rank 7	5 success

## SKILLS TESTS:

<b>Comparison</b>	<b>D10</b>
DIF < SKILL	10
DIF = SKILL	08
DIF > SKILL	06
DIF > 2x SKILL	04
DIF > 3x SKILL	02
DIF > 4x SKILL	impossible (00)

**In both skill and attribute tests, the “golden” rule is :**

**1 = automatic success ;**

**0 = automatic failure (fumble !)**

## THE SKILLS :

<b>Rank</b>	<b>VO</b>	<b>Difficulty level</b>
<b>0</b>	Unskilled	None; ridiculous
<b>1</b>	Rudimentary (beginner)	Child's play
<b>2</b>	Basic	fairly easy
<b>3</b>	Average	Average
<b>4</b>	Fair	fairly hard
<b>5</b>	Advanced	very hard
<b>6</b>	Penultimate	Horrible
<b>7</b>	Paramount	Impossible

## COVER (for dodging) :

Rose bush	1/10
Small shield	2/10
Young tree	3/10
Medium shield	4/10
Ale barrel	5/10
Small boulder	6/10
Great shield	7/10
Fallen Oak	8/10
Stone Wall	9/10

<sup>1</sup> This is the skill equivalent to the difficulty level. For example, using Agility to dodge the sword wielded by a warrior with a “paramount” level of Melee is an “Impossible” task (5 success are needed to do so !)

<sup>2</sup> Replaces « Extremely Hard »

<sup>3</sup> Replaces « Phenomenally Hard »

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## RANGES:

RANGE	SHORT	AVERAGE	LONG
<i>SKILL</i>	<i>Basic</i>	<i>Fair</i>	<i>Penultimate</i>
<b>DIFFICULTY</b>	<b>Fairly Easy</b>	<b>Fairly hard</b>	<b>Horrible</b>
Throwing Ax	5 paces	10 paces	20 paces
Spear	10 paces	20 paces	40 paces
Short bow	10 paces	20 paces	40 paces
Long bow	15 paces	30 paces	60 paces
War bow	20 paces	40 paces	80 paces

# WAYFARER'S SONG

## HEALTH

### WOUNDS :

<i>Success</i>	<i>Wound</i>	<i>Rank</i>	<i>Description</i>
0	Minor	1	Barely a scathe
1	Deep	2	Painful
2	Severe	3	Incapacitating
3	Grave	4	Death in ½ hour
4	Mortal	5	Death in minutes

### OUTWIT :

<i>Success</i> <sup>4</sup>	<i>Rank</i>	<i>Description</i>
0	1	Confused
1	2	Baffled
2	3	Fumbling
3	4	Stumbling
4	5	Humiliated

### STAMINA :

<i>Success</i> <sup>5</sup>	<i>Rank</i>	<i>Description.</i>	<i>Malus</i>	<i>Recovering Time</i>
-	0	Hale	0	-
0	1	Winded	0	less than 1 minute
1	2	Weary	+1	a few minutes
2	3	Drained	+2	10 minutes and more
3	4	Exhausted	+3	one half-hour
4	5	Collapsed	+4	one hour and more

### RECOVERING FROM INJURY :

<i>Wound</i>	<i>First Aid test</i>	<i>Rank</i>	<i>Recovering time</i>
Minor	<b>Fairly simple</b>	2	few days
Deep	<b>Average</b>	3	few days
Severe	<b>Fairly hard</b>	4	a whole week and more
Grave	<b>Very hard</b>	5	two to three weeks
Mortal	<b>Horrible</b>	6	one month and more

### AUGMENTING HEALING :

<i>"Earned" time</i>	<i>First Aid test</i>	<i>Rank</i>
one day	Fairly easy	2
two days	Average	3
four days	Fairly hard	4
one week	Very Hard	5
two weeks	Horrible	6

<sup>4</sup> When trying to « outwit » your opponent (see p. 34)

<sup>5</sup> When « pressing » your opponent (see p.34)

# WAYFARER'S SONG

## MAGIC

### MIGHT OF THE ENCHANTMENTS

<i>Rank</i>	<i>Description</i>	<i>DISCIPLINE LEVEL<sup>6</sup></i>
RANK ONE :	<b>Least</b> Enchantment	<b>Novice</b>
RANK TWO :	<b>Lesser</b> Enchantment	<b>Initiate</b>
RANK THREE :	<b>Greater</b> Enchantment	<b>Master</b>
RANK FOUR :	<b>Grander</b> Enchantment	<b>Grand Master</b>
RANK FIVE :	<b>High</b> Enchantment	<b>Exalted One</b>

### INFLUENCE OF THE ENCHANTMENTS

<i>Rank</i>	<i>Description</i>	<i>INFLUENCE</i>
RANK ONE :	<b>Least</b> Enchantment	Affects Willpowers of 2 or less
RANK TWO :	<b>Lesser</b> Enchantment	Affects Willpowers of 4 or less
RANK THREE :	<b>Greater</b> Enchantment	Affects Willpowers of 6 or less
RANK FOUR :	<b>Grander</b> Enchantment	Affects Willpowers of 8 or less
RANK FIVE :	<b>High</b> Enchantment	Affects all willpowers

### GODHOOD

<i>Total</i>	<i>Level</i>	<i>Description</i>
Zéro	<b>Mortal</b>	Your natural lifespan is fifty years.
Five	<b>Charmed</b>	Your natural lifespan is now seventy-five years.
Ten	<b>Ensorceled</b>	Your natural lifespan is now one hundred years.
Fifteen	<b>Long-Lived</b>	Your natural lifespan is now two hundred years.
Twenty	<b>Immortal</b>	You can not die of sickness of old age, but still grow old.
Twenty-five	<b>Timeless</b>	You cease aging.
Thirty	<b>godlike</b>	You can only die if beheaded, burned or struck through the heart.

<sup>6</sup> Yeah, this is a new thing... Some idea that has puzzled into my brain... I hope to bring it to life soon ;)