



# MIDGARD

VIKING LEGENDS

A Roleplaying Game by Ben Redmond

# INTRODUCTION

Welcome to **Midgard**, the Viking roleplaying game. This short document contains all the rules you'll need to play your own mythic-historical Viking roleplaying game.

## WHAT IS MIDGARD?

**Midgard** is a roleplaying game, where you take on the role of a legendary Viking hero and complete your own epic quests. I am specifying this as a mythic-historic setting—that is one in which you try to stick closely to the history or the period, but assume that all the gods, myths and monsters that the Viking people believed are actually true.

I also think it's important to point out that **Midgard** is really only a roleplaying system rather than a setting. As its an historical setting what would be the point me spending hours rewriting Wikipedia's Norse myth and Viking history pages for you, you can do that for yourself, or just make it up from what you've learnt from the films, comic books and other popular culture avenues open to you. There's always someone who knows more about a given period of history than you so I'm not going to put myself on the spot, and anyway I'm not sure whether I think it's that important: if you're all having fun, who cares about historical accuracy.

At the end of the day, I hope I have managed to capture the flavour of films like the Thirteenth Warrior that were the inspiration for this game in my systems. If you don't like them, fair enough—you've not paid anything for it so you shouldn't feel cheated. I'm also pretty open to constructive criticism, so if you have any thing useful to add then let me know and if I get a chance to do something about it I might update the doc with your ideas. Just pop over to whatever blog or forum site you got this from and post your thoughts. If I spot it (and I'm sad enough to regularly check these places) I'll reply and discuss your ideas.

## INSPIRATION

I always think it's useful for people reading a new roleplaying game to know a bit about how the game was imagined and what inspired the author to write it. If you think I'm just being vain, feel free to skip past and onto the crunch that follows.

In the beginning was a game of the excellent *Qin: the Warring*

*States* from 7em Circle. For those of you who don't know it it's an excellent game about the warring states period of Chinese history, with loads of cool martial arts and mythical monsters thrown in. We were just packing up after an inspiring session and the thought popped into my head "what about a game like this, but for Viking history?" I was already a fan of films like the Thirteenth Warrior and books like the Last Kingdom, and was keen to stretch my creativity on a period of history I knew fairly little about. My gaming mates were enthused and I got to work.

I think you can probably see some Qin influences in the system. Perhaps the key to the whole operation was finding a dice mechanic that captured the flavour of the game. Rune divination sprang to mind as an obvious starting point. I played around with a few different ideas for how to do this before I settled on the method described below. I guess essentially this is similar to the ORE mechanic, but I only have this on second-hand information.

So if you like Vikings read on and hopefully you'll find a shield-splitting, berserk-stoking, rape and pillage of a game.

# PART 1: CHARACTER CREATION

This section of **Midgard** guides you through character creation. To create your character, follow these steps:

## STEP ONE: BIRTHRIGHT AND LEGEND

The first thing you need to do is pick a Birthright and Legend.

Your Birthright is your godly, or mundane, heritage. Choose one of the five Gods from the god runes (Freyja, Thor, Odín, Heimdall or Tyr), *Hauld* (Freeman) or *Loysing* (Bondsman). Bonuses associated are detailed in part two.

Your Legend is a character template which provides bonus skills helps you calculate your legend score. Whilst most Viking people were fairly multi-skilled, your legend determines the aspect of Viking life within which your legend will be written. The following legends are available (and are described in more detail in part two): Berserker, Blacksmith, Chieftain, Huntsman, Law Reader, Merchant, Sailor, Seidr, Skald, Trickster, Volva, or Warrior.

## STEP TWO: GOD RUNES

Buy your God Runes. You start with two points in each rune, or four if you selected that rune's god as your birthright. You now have fourteen points to spend on these runes, on a one-for-one basis. You can only increase your god runes by a maximum of 4 points beyond their starting level. The god runes are Freyja, covering health and natural understanding; Thor, covering strength and skill with man-made items; Odín, covering your magical abilities; Heimdall, covering defending and interaction skills; and Tyr, covering your martial capabilities.

## STEP THREE: CALCULATE QUALITIES

Calculate your qualities. Most qualities are calculated using a combination of two different god rune scores. There is a spe-

cial table to help you calculate your base score in the quality, which you then modify in some way to give your final quality score. Only courage doesn't work in this way, as courage is a cast, rather than a simple number-based quality.

**Defence:** Your Defence is calculated by adding 1 to your base from Heimdall & Tyr.

**Weapon Skill:** Your Weapon Skill is your unmodified base from Thor & Tyr.

**Courage:** Your Courage is a special cast that you will make when faced with mental challenges. Your cast score for courage is the highest of your Thor or Odín runes, whilst the bonus for the cast is the lowest of these two runes divided by 2 (round up).

**Wyrð:** Your Wyrð is how attuned you are to nature and the mystical realm, and manifests as points that are spent to en-

Combined God Runes	Quality Base Score
4-7	1
8-10	2
11-12	3
13-15	4
16 (or higher)	5

hance your actions and activate your supernatural powers. Its score is calculated from your Freyja and Odin base quality, multiplied by your legend score and your highest total levels of gifts in a single rune.

**Health:** Your health score, which is both determines your wounds and is used to resist certain physical effects. Your health is calculated by adding three to your base from Heimdall and Freyja.

**Wounds:** Your Wounds come in four different ranks. The first rank, during which you take no penalty, contains your health x 3 wound boxes. Your second rank, which suffers the penalty of you receiving one merkstave token on every cast, has 2 x health boxes. The third rank, suffering a 2 merkstave penalty, has 1.5 x health boxes. The fourth rank has a number of boxes equal to your health score, and suffers a 3 merkstave penalty. Your final rank suffers a 4 merkstave penalty and has only half your health boxes. If you have chosen the Bondsman birthright you receive an additional box in every rank.

### STEP FOUR: SKILLS

You can now apply your legend skill bonuses. Each legend provides you with the first rank in one of four skills. You also gain a bonus skill point in two skills depending upon whether your character is male or female. Male characters receive a free rank in Farming and Sailing, whilst female characters receive free ranks in Medicine and Animal Lore. If your Legend and gender skills clash you must select the alternative skill with your legends, and can never gain more than a +1 bonus at character creation. You also receive thirteen points to spend on skills. If you take the Hauld birthright you receive an additional two points to spend. Costs are as follows:

- » To gain the first level in a skill costs one point.
- » To increase a skill to 2 costs two points, in addition to any cost that may have been incurred buying the skill beforehand.
- » To increase a skill to 3 costs an additional four points.
- » To increase a skill to 4 costs an additional eight points.

### STEP FIVE: RUNE GIFTS

The next step is to buy your rune gifts. Rune gifts are the special powers and techniques that make your character special. To buy a run gift you must have a legend score at least equal to the level of the gift. You have twelve points to spend on rune gifts, which cost as follows:

- » To buy a level 1 gift costs one point.
- » To buy a level 2 gift costs two points.
- » To buy a level 3 gift costs four points.

### STEP SIX: WEAPONS AND ARMOUR

The final step is to choose your weapons and armour. You can choose any items that your GM feels are appropriate to your Legend, or to your general concept. Most items are roughly balanced according to overall effect, but also with some emphasis put in certain areas for flavour.

Some weapons also have special restrictions put in place—these are more as a guide for the GM to determine what legends certain weapons are suitable for.

# PART 2: TRAITS

This section details the different traits that make up your character

## BIRTHRIGHTS

The following birthrights are available:

**Descendant of Freyja:** You can trace your line back to Freyja, or Freyr. Gain a +2 bonus to your Freyja god rune.

**Descendant of Thor:** You can trace your line back to Thor. Gain a +2 bonus to your Thor god rune.

**Descendant of Odin:** You can trace your line back to Odin. Gain a +2 bonus to your Odin god rune.

**Descendant of Heimdall:** You can trace your line back to Heimdall. Gain a +2 bonus to your Heimdall god rune.

**Descendant of Tyr:** You can trace your line back to Tyr. Gain a +2 bonus to your Tyr god rune.

**Hauld:** you are a freeman, afforded the full rights under the law, but cannot trace your line back to a god. Whilst you have no divine heritage, you are skilled in mundane matters. You may spend three extra points on skills.

**Loysing:** you are, or are descended from, a freed slave, but are still dependent upon your former master's homestead for your livelihood. Your hard life has left you resilient and tough. You gain an additional wound box for every rank.

## LEGENDS

Your legend is something of your background, but more importantly it dictates what role you will take within your own legends as the story develops. In addition to your legend type, you also have a legend rank. Your legend rank is equal to the lowest of the four linked skills.

The following legends are available:

**Berserker:** Survival (F) or Might (Th), Berserker (A), two from Axes (T), Sax (T) or Wrestling (Th).

**Blacksmith:** Earth Lore (F) or Diplomacy (H), Might (Th), Ironworking (Th), Sax (T) or Shields (T).

**Chieftain:** Games (Th) or Sidr (A), Command (H) or Tactics (T), two from Riding (F), Swords (T) or Archery (T).

**Huntsman:** Animal Lore (F) or Survival (F), Stealth (F) or Navigation (F), Archery (T), Alertness (T) or Earth Lore (F).

**Law Reader:** Writing (F), Sidr (A) or learning (H), Diplomacy (H) or Empathy (H), Law (H).

**Merchant:** Navigation (F), Luck (A) or Sax (T), Diplomacy (H), Deception (H) or Empathy (H).

**Sailor:** Navigation (F), Sailing (Th) or Survival (F), Command (H) or Sax (T), Athletics (F).

**Seidr:** Rune Divination (A) or Seid (A), Sidr (A), Legends (A), Diplomacy (H) or Deception (H).

**Skald:** Legends (A), Sidr (A), Diplomacy (H), and one of Deception (H), Learning (H) or Alertness (T).

**Trickster:** Games (Th) or Seduction (H), Luck (A) or Athletics (F), Diplomacy (H), Deception (H).

**Volva:** Medicine (Th) or Empathy (H), Rune Divination (A), Fate Weaving (A), Legends (A) or Deception (H).

**Warrior:** two from Sax (T), Axes (T) and Spears (T), Shields (T), Might (Th) or Alertness (T).

**Legend Score:** You also have a legend score. This is calculated by adding 1 to the lowest of your Legend-linked skills.

## GOD RUNES



The five god runes represent your character's overall strengths and capabilities.

The god runes that make up your character are:

**Freyja (F):** As the earth goddess, Freyja is interested in nature, health and fertility. Your Freyja score represents your ability to interact with the world around you. It covers health, toughness, athleticism and agility, perception and an understanding of the natural world.



**Thor (Th):** As the god of the forge and thunder, Thor is concerned with power and control, of man's dominance over nature and a power to enact his own destiny. This rune covers strength, manual dexterity and understanding of and ability

**F** to use man-made tools and other objects. It represents your ability to interact with items and the man-made world.

**Odin (A):** Odin is the As, the ancestor god, the ruler of the gods. As lord of Asgard and a seidr he is interested in magic and other mystical matters. As the ancestor god he represents your character's ties with their ancestors and the flow of time.

**Heimdall (H):** As the guardian god, Heimdall stands for fortitude in the face of adversity and is an excellent negotiator and a wise counsellor. As the father of all three classes of Viking society, he represents man as much as he does divinity. This rune represents your resilience and your ability to interact with others.

**Tyr (T):** As the god of war, Tyr is the favoured patron of warriors and is concerned with all matters of battle. This rune represents your prowess in battle.

## SKILLS

The following skills are available:

### Freyja Skills:

**Animal Lore (F):** Your knowledge of animals, their behaviour, strengths and weaknesses.

**Athletics (F):** Your general athleticism, including dodging, jumping and climbing.

**Earth Lore (F):** Your knowledge of the natural world around you, identification of minerals, plants and an understanding of their properties.

**Navigation (F):** Your ability to find your way around, read maps and a certain amount of intuitive direction sense.

**Riding (F):** Your skill in the saddle.

**Stealth (F):** Your skill at hiding and stalking.

**Survival (F):** Your ability to survive in the wilds, spot ambushes in the wild, to endure extreme environments, and to track and trap prey.

### Thor Skills:

**Craft (Th):** This skill covers a range of general object-making skills, which are largely part of the female domain – weaving, pottery, etc.

**Farming (Th):** knowledge of the techniques required to till the earth and breed beasts.

**Games (Th):** Your skill at the games of strategy and luck that play an important role in Viking society.

**Ironworking (Th):** Your ability to work with iron and forge these crucial items for your society.

**Medicine (Th):** Your knowledge of herbal medicines and wound treatments, and skill at making remedies.

**Might (Th):** This skill is used whenever you need to lift, carry or generally heave around heavy objects.

**Sailing (Th):** This skill covers a wide range of skills all relating to the control and maintenance of Viking long ships.

**Wrestling (Th):** Your skill at wrestling and grappling.

**Writing (Th):** Your ability to scribe runes and read the wards, laws and other works written in runes. This is a mundane ability and conveys no magical abilities.

### Odin Skills:

**Berserker (A):** Your ability to summon a berserk rage and channel that energy into a ferocious attack.

**Fate Weaving (A):** Fate Weaving is a magical skill, whereby a Volva can twist the threads of fate. This skill is exclusive to the Volva, and requires rune gifts to access its powers.

**Legends (A):** This is your knowledge of the different legends of your people, but also your ability to interpret your own role in your own unfolding legend, providing suggestions as to the way fate is directing you.

**Luck (A):** This skill can be used whenever you want a lucky break. Its effects are varied and often minor.

**Rune Divination (A):** This skill is used to divine the future from runes. This skill can be used to make a simple cast (which can provide an indication if a proposed action is likely to have a good or bad outcome), but more powerful effects can be used in conjunction with rune gifts.

**Seid (A):** This is another magical ability with a wide range of effects, accessed through rune gifts. Without rune gifts Seid can be used to enter a trance that will enable you to identify supernatural presences in the vicinity.

**Sidr (A):** This skill determines your connection to the gods and knowledge of their stories and teachings. It also indicates a level of respect that your character is held in within society.

## Heimdall Skills:

**Command (H):** Your ability to command others to do your bidding, whether through inspiration or intimidation.

**Deception (H):** Your skill at deceiving others, whether lying misdirection or sleight of hand.

**Diplomacy (H):** This skill covers your ability to negotiate with others and create a good impression.

**Empathy (H):** Your ability to read others' moods and personality, and to spot their deceptions.

**Law (H):** Your knowledge of the laws of Viking society.

**Learning (H):** This skill covers any item of knowledge not otherwise covered by other skills, such as the various Lore skills, Sidr or Law.

**Seduction (H):** This skill represents your ability to seduce members of the opposite sex.

## Tyr Skills:

**Alertness (T):** Your awareness on the battle field, perception of dangers around you and ability to avoid being surprised.

**Archery (T):** Your skill with the bow.

**Axes (T):** Your skill with the specialist fighting strategies that can be employed with the Axe.

**Sax (T):** The Sax is the basic heavy dagger common to all Viking warriors. This skill is used for this dagger and any other basic hitting weapon, such as hammers, clubs, improvised weapons or even punches and kicks.

**Shields (T):** Your ability to use shields, either to block blows, or as an intrinsic part of your combat strategy in the shield wall.

**Spears (T):** Your skill with spears, both in melee combat and when thrown.

**Swords (T):** Your skill with swords.

**Tactics (T):** Your understanding of strategies on the battle-field.

## GIFT RUNES

Gift runes are special powers and extraordinary techniques that give your character the edge. They also form Viking's personality mechanic.

Each gift techniques bought belongs to one of twenty four runes. Each rune describes a circumstance in which your character can regain Wyrð points. If your character has a gift for that rune, you can regain a number of wyrð points equal to the total level of all gifts in that rune.

Gift runes also have requirements that must be met before you can purchase the gift. This could be a minimum skill level or god rune score.

## Fehu - ƒ

Fehu represents luck, wealth and endeavour. You regain Wyrð equal to your total ranks of Fehu gifts whenever you put in greater effort and diligence than the task requires.

**Patient Reward [1]:** You remain focused on completing your, enabling greater levels of success. By spending a Wyrð point you can move any tokens added to the Future Rune stone onto your Tyr's or Past Rune stones. You can only do this on actions of Medium length or longer.

**Persistent Endeavour [2]:** Spend two wyrð points to ignore a courage cast for an interrupted short action in combat.

**Lucky Boon [3]:** Spend 1 wyrð point each to achieve any or all of the following effects on a luck cast:

- » Make the cast an instant action. [1 wyrð]
- » Make the carry-over successes apply as a skill bonus rather than adding additional dice. [1 wyrð]
- » Add a number of bonus dice to the cast equal to half your Freyja god-rune score. [1 wyrð]

## Uruz - 𐐚

Uruz represents physical strength and health. You regain Wyrð equal to your total ranks of Uruz gifts whenever you use physical might to solve a problem that would have been better solved by other means.

**Might of the Aurox [1]:** Spend a Wyrð point to add half your Freyja rune score to your might skill for a single cast.

**Bull Charge [2]:** You can charge your enemies knocking them off their feet, slamming them into others or the wall. Spend 2 Wyrð as you make a Knock Back attack. Your success margin will inflict both damage and push-back distance, or you ignore the difficulty penalty for knocking your opponent prone or into another enemy.

**Thick Hide [3]:** You can toughen your skin. As a combat action spend 3 Wyrð and gain a hardness bonus to your base

wounds equal to half your Heimdall god rune score. Armour piercing damage still bypasses this hardness, but further damage will be ignored.

### Thurisaz – Þ

This rune represents focused strength, conflict and aggression. You regain Wyrð equal to your total ranks of Thurisaz gifts whenever you start a fight against a more powerful opponent.

**Hammer of Thor [1]:** Your mighty blows send shockwaves through your opponent's armour, reducing its protection. When an attack hits, spend a Wyrð point to ignore one level of hardness of your opponent's armour.

**Strike of Thunder [2]:** Channelling your aggression, you can put a lot of might behind a simple blow. Spend a Wyrð point on any Sax-based attack action. You gain a number of bonus tokens on the Outcome Rune stone equal to half your Thor level.

**The Thorn Bush Defence [3]:** You can set up a stinging defensive wall of counter thrusts. Whenever you declare a defence from the start of the round, when armed with a Sax-based weapon, spend 3 Wyrð. Every time an attack fails to hit you this segment, the attacker takes the basic damage from your weapon.

### Ansuz – Æ

This rune represents eloquence in your ability to communicate, whether, spoken, written or more mystical methods. You regain Wyrð equal to your total ranks of Ansuz gifts whenever you solve a problem through negotiation where it might have been more easily solved through other means.

**Scribe the Perfect Rune [1]:** When performing an action that involves the scribing of runes you can make a perfect rune if precise proportions. Spend 1 point of Wyrð to add half your Odin level to your Outcome Rune stone on any cast involving writing or scribing stones, including some occult abilities.

**Eloquence of Odin [2]:** When you speak you are clear and people hang on your every word. Spend two Wyrð points to add half your Odin level to the dice rolled in any cast relating to verbal communication.

**Rune of Power [3]:** By spending 3 Wyrð you can scribe a rune that imbues the item it is scribed upon with some sort of power. The rune scribed must be related to the effect desired. This requires a writing cast (quick), followed by a long cast like Blacksmithing if you want to make the effects permanent, otherwise they will last for the scene. If you want to apply the

effects to another (unwilling) character you must spend an attack action (using sax or athletics) to attack the rune to them. You can add 5 to the speed of your attack with a sword to attempt to scribe the rune directly onto the target as a single attack action (only the Swords skill allows you to perform this action). Effects add a bonus equal to half your Odin score. Effects can include:

- » Increase the damage or reduce the speed of a weapon.
- » Provide a skill bonus or penalty to a specific skill.
- » Deal direct damage that bypasses armour (at full Odin score)
- » further effects can be achieved based on the GM's interpretation of the player's description of the rune used and its effect.

### Raidho – R

This rune represents your ability to make critical decisions with careful deliberation. Its gifts relate to your ability to read runic divinations. You regain Wyrð equal to your total ranks of Raidho gifts whenever you spend time to carefully deliberate when the situation suggests urgency is needed.

**Norns Cast [special]:** This technique can be achieved with a simple, short Rune Divination cast, and the expenditure of 1 Wyrð point. Decide on a course of action that you want to cast about. The difficulty of the cast will relate to how many different factors affect the course of action, and is set by the GM. A successful cast will reveal whether the course of action is likely to be mostly successful or mostly unsuccessful.

**Five Stone Cast [1]:** This is a more complex reading than the simple norns reading that can be achieved with the basic skill. Spend a Wyrð point when you make a rune cast. In addition as to whether the current course of action is likely to lead to success or not, this cast will also tell you the general nature of any problems likely to be faced, and a general impression of what "success" or "failure" actually means within the context of the action. General impressions might be things such as "evil magicians" or "foul weather". The success margin determines how many individual items of information the GM





reveals.

**Cast for the Other [2]:** this gift allows you to make a rune cast without the person who the reading relates to being present. It costs an additional 2 Wyrð to make this cast (although can be used in conjunction with other rune divination gifts), and you must specify the course of action you believe the target is taking before making the cast.

**Seven Rune Cast [3]:** This rune casting provides much more detail. Spend three Wyrð when you cast to use this gift. You can get more specific details about the problems likely to be encountered: "the evil seiðr Thjok" or "a storm will hit on the third night at sea". The reading will also give you advice as to the best way to proceed on this course.

### Kenaz - <

This rune represents your openness to new ideas and ability to learn from new experiences. You regain Wyrð equal to your total ranks of Kenaz gifts whenever a new experience leads you to changing your opinion on a matter that had previously been important to you.

**General Knowledge [1]:** You can spend a Wyrð point to temporarily gain a bonus rank in any knowledge-based skill that you do not possess any ranks in. This lasts for a single cast.

**Living Encyclopedia [2]:** You know most things. When casting for a knowledge-based skill, spend 2 Wyrð to add a number of dice to the cast equal to half your Heimdall level.

**Instant Recall [3]:** You have an excellent memory and can recall most things instantly. Spend three Wyrð to add half your Heimdall score to the Freyja's Aett stone for any knowledge-based cast.

### Gebo - X

This rune represents your skill at bargaining and sealing pacts. You regain Wyrð equal to your total ranks of Gebo gifts whenever you seal a pact or strike a bargain that is less favourable to you than any other party involved.

**Sealed in Blood [1]:** By spending a point when making a pact or striking a bargain, you can make it psychologically difficult for the other party to break that pact. You must spend a Wyrð point, make an opposed trade cast and mix blood with the target to achieve this effect. If successful, whenever the target attempts to break the pact they must make a courage cast, difficulty equal to your Trade skill ranks plus your successes margin on the cast to break the cast. This is a 5 second action and can be taken as many times as necessary until the pact is

broken (making this ability useful really only in combat).

**Duplicitous Dealer [2]:** Whenever you make a deception cast as part of making a deal, you gain a bonus to the dice cast equal to your trade skill ranks, by spending 2 Wyrð.

**Unbreakable Oath [3]:** By spending 3 Wyrð you can make your blood pact even more binding. The pact works in the same manner, except you must also extract a vow from your target. A courage roll is again needed to break the vow, but if this fails, the target suffers a merkstave penalty to all casts they make equal to the success margin of the cast made to seal the pact.

### Wunjo - þ

Wunjo is the rune of joy and ecstasy. You regain Wyrð equal to your total ranks of Wunjo gifts whenever you act out great joy in response to a positive event when it puts you in danger to do so (doing this in combat is good example of being dangerous—doing so costs you a combat action and means that you count as immobilised for the segment in question).

**Merkstave Channelling [1]:** The rune that symbolises a berserker's battle lust is a merkstave Wunjo rune. If you have this gift you can spend a point of Wyrð to convert all Merkstave tokens immediately into Success Margin tokens on any attack action whilst you are berserk.

**Healing Laughter [2]:** Whenever you regain Wyrð through Wunjo you can regenerate wounds instead. Every point of Wyrð regenerated can instead be spent on regenerating wounds. You can spend as many or as few of these points as you like.

**Battle Lust [3]:** with this gift you live for battle. Spend 3 Wyrð whilst making a Berserker cast to add half your Freyja score to your Berserker skill.

### Hagalaz - N

This rune represents wild, uncontrolled forces. You regain Wyrð equal to your total ranks of Hagalaz gifts whenever you recklessly face a wild force, such as a storm or wild beast without showing concern for your own safety.

**Wild Strike [1]:** This gift allows you make a wild and unpredictable strike. Spend a point of Wyrð to 1 token into both your Freyja's and Outcome Rune stones during any attack action. Your Defence is reduced by 1 until your next attack if you use this gift.

**Master of the Wind [2]:** The very wind seems to bend to your will. Activating this power costs 2 wyrð and can be used to

either add 2 tokens to the Outcome Rune stone of a ranged attack, or 2 tokens to the Future Rune stone of a sailing cast.

**Storm of Blades [3]:** You can strike rapidly in succession. Spend 3 Wyrð at the start of a combat round. Your weapon skill increases by one, but you may not declare defence actions (although you may still switch to an active defence during a segment).

### Nauthiz - 𐌺

This rune represents restrictive psychological forces, such as fear. You regain Wyrð equal to your total ranks of Nauthiz gifts whenever you willingly show fear.

**The Gloom [1]:** There is something about your presence that summons dread. Spend 1 Wyrð and make a 2 minute difficulty 3 Command cast to silently make your presence felt. If successful all characters nearby suffer a penalty to any courage casts they make equal to the success margin of the cast.

**The Look of Dread [2]:** Spend 2 Wyrð to force a single target character to make a courage cast, difficulty set by your Odin score (half Odin +1). If they fail they will act scared of you and will suffer a +1 merkstave penalty to any tests they make against you, and you will receive a +1 skill bonus in all your actions directed against them. They will also try to remove themselves from your presence as much as is reasonable.

**Confound [3]:** Spend 3 Wyrð to make a deception cast as a 1 second action (usually during combat), opposed by the target's Alterness. The single target of this ability suffers an action cost penalty equal to the success margin of your cast on all further actions this scene.

### Isa - 𐌺

This rune represents challenges, blocks to thought, and frustrations. In merkstave it form it represents stealth and ambush. You regain Wyrð equal to your total ranks of Isa gifts whenever you willingly wait to see what will come when fast action or a pre-emptive strike might have been a better course of action.

**Ambush [1]:** Spend 1 Wyrð point when you start a combat sequence from a hidden position. You gain a number of additional dice on the cast for your action in the first segment of the combat equal to your Freyja score.

**At One with the Shadows [2]:** When making stealth casts you can spend two Wyrð points to transfer any tokens from the Merkstave stone to any other stone.

**Reader of Faces [3]:** Your patient studying of those around

you and understanding of the things that can affect a person's psychology has led you to be an excellent reader of people's faces and moods. Spend 3 Wyrð and make a Heimdall + Empathy cast as a short action, to ask a question and study your target's responses, both verbal and non-verbal. This cast is opposed by your opponent's courage. If successful you can read the true answers to your questions.

### Jera - 𐌺

This rune represents rewards for past diligence, peace and the many cycles of the universe. You regain Wyrð equal to your total ranks of Jera gifts whenever actions taken in previous scenes are shown to have had fruitful results.

**Peaceful Defence [1]:** spend 1 Wyrð point at the start of a combat round to calculate your Defence based on Freyja + Heimdall, rather than using Tyr, for the rest of that round.

**True Diligence [2]:** By spending 2 Wyrð points when you make any cast that involves a carry-over effect, you can add the tokens to the Outcome Rune stone as well as the Past Rune stone, however, if you do so you cannot place any tokens on the Future Rune stone during either action.

**Way of Peace [3]:** You can enter a stance whilst in combat that makes you much harder to hit, but whilst in this stance you cannot perform any attack actions. This is particularly useful when making short actions in combat. Whilst this power is active you gain a bonus to your defence, and a skill bonus to block and dodge actions, equal to half your Freyja score. This can be used in conjunction with Peaceful Defence. Once activated this effect will last for the full combat or until you make an attack.

### Eihwaz - 𐌺

This rune represents strength and dependability. You regain Wyrð equal to your total ranks of Eihwaz gifts whenever you stick strictly to a vow when it disadvantages you to do so.

**Enduring Might [1]:** You can ignore merkstave penalties due to environmental effects or wounds. Spend a Wyrð point for every point of merkstave penalty you wish to overcome. You can ignore environmental penalties for a number of hours equal to your Thor score or wound penalties for a number of rounds equal to your Thor score.

**Mighty Grapple [2]:** Spend 2 Wyrð to gain a bonus to your Wrestling skill for an action equal to half your Thor score.

**Fist of Thunder [3]:** Spend 3 Wyrð to harden your fists. Your unarmed damage score increases to half your Thor score.

## Perthro - ǀ

This rune represents feminine mystery and occult secrets. You regain Wyrð equal to your total ranks of Perthro gifts whenever you use devious means to achieve your goal where you run a high risk of being discovered and great penalty if you are found out.

**Seidr Trance [Special]:** To use any of these powers, or some powers related Seidr found in other rune gifts, you must first enter a Seidr trance. This trance does nothing of itself, but can provide carry-over bonuses to any Seidr casts made whilst the trance is active. The trance will last until you deem otherwise, or it is interrupted by damage (as with short actions in combat) or you collapse from exhaustion (lack of Wyrð). Each long action in a Seidr trance costs one point of Wyrð to maintain.

**Commune [1]:** You can speak to the spirits to seek guidance and find answers to your questions. Spend a Wyrð point per question asked. Firstly make a Seidr cast to summon the spirits. The GM can determine how the location affects the difficulty of summoning spirits who will know the answer to the character's question – being close to where an event happened, or where the ancestors of a person you are wanting to find something out about, makes things easier. The success margin can carry-over to a Seidr cast to ask your question. The GM can interpret the success margin of this cast to determine how much info the spirits are willing/able to reveal. The character must remain in the trance to keep questioning spirits.

**Request [2]:** This power is used to request the spirits for aid, normally in the form of healing or enchanting items. Make a Seidr cast at a difficulty determined by what you are attempting to do (simple healings or enchantments are difficulty 4). The success margin provides an enchantment bonus to an item (bonus dice to casts made using that item) or heals half Health wounds per token. If you want to make a more unusual request you can do. The GM sets the difficulty and decides what each success margin token indicates. In any Request cast you must spend 2 Wyrð for every success margin token you want to make use of.

**Travel [3]:** This allows you to travel out of your body, throughout the world and even to other planes of existence. Spend 3 Wyrð per hour spent travelling. You can travel to other places in Midgard or to other worlds of Yggdrasil. Travel is slow in astral form, and clarity of what the Seidr sees whilst projecting is disrupted the further they go from their body, and things are viewed in a semi dream-like state. The GM can interpret what you see and the length of time it takes as he sees fit.

## Algiz - Ț

This rune represents protection and guardianship, and of a connection with the gods. You regain Wyrð equal to your total ranks of Algiz gifts whenever you put yourself in danger to protect others.

**Shield Defence [1]:** You are expert at holding your shield in just the right position to thwart your opponents. Whenever armed with a shield you can spend 1 Wyrð to increase your defence by 1 for the rest of the round.

**Shieldbearer [2]:** You read the battlefield with skill and look to protect those around you. When an ally within melee range of you has been hit by an enemy who is also within melee range of you, you may spend 2 Wyrð to use your action to block the attack with your shield.

**Block and Breach [3]:** the best fighters in the shield walls are those able to combine their ability to block with the skill spot the opening in their opponent's defences and attack. Use this power if you make a successful block with your shield. You can make a bonus attack against your opponent as an instant action, but your opponent gains a +2 bonus to their defence.

## Sowilo - Ț

This rune represents your success and health, and can symbolise fire, particularly a cleansing fire. You regain Wyrð equal to your total ranks of Sowilo gifts whenever you succeed in a painful manner, whether the pain is physical or otherwise.

**Purge the Soul [1]:** You can spend 1 Wyrð to allow yourself to use wounds to buy off merkstave tokens on any cast.

**Purging Flame [2]:** Spend 2 Wyrð when you attack a creature of supernatural evil. Add a number of bonus tokens to the Outcome Rune stone equal to your ranks in Seidr.

**Cleanse the Body [3]:** Spend 3 Wyrð points to instantly cure all natural diseases and neutralise all mundane poisons. Supernatural affects, whether mind-affecting powers, or magical diseases or poisons, can be purged on a simple, instant Courage cast, difficulty set by the GM.

## Tiwaz - Ț

This rune, linked with the war god, Tyr, represents commanding presence and martial success. You regain Wyrð equal to your total ranks of Tiwaz gifts whenever your leadership decisions are proven to have led to victory for you and your allies.

**Tactical Awareness [1]:** Spend 1 Wyrð point to make a tactics cast as an instant action.

**Adaptive Fighting [2]:** This gift lets you reproduce effects of a weapon by using your weapon in a slightly different way. Examples: stabbing someone with an arrow, using the hilt of a sword like the hook of an axe head, or throwing a sword like a spear. You make the cast with the appropriate skill for the weapon you are duplicating, but suffer a +1 merkstave penalty on the cast (it's chancy and things can go wrong). You must be able to describe how the weapon can be used in this manner, and should be of approximate size to the weapon it duplicates (you can't use an arrow to duplicate a broadsword, for example).

**Combat Master [3]:** You are fully aware of what is going on around you in battle and can counter attacks and make your own attacks with expert precision. Spend 3 Wyrð points and make a difficulty 2 instant awareness cast. Your success margin is the number segments during this round of combat that you can make an additional block or dodge action without having to switch from your attack action (maximum of one active defence like this per segment, maximum success margin equal to the number of segments remaining in which you can act this round).

### Berkano – Þ

This rune represents health, vitality and fertility; growth in all meanings. You regain Wyrð equal to your total ranks of Berkano gifts whenever you learn something from your experiences and grow as a person as a result.

**Learn from your Mistakes [1]:** Spend 1 Wyrð point when you botch a cast. Gain a +1 skill bonus on the next time you cast the same skill.

**The Branch that Grows [2]:** Whether this is a supernatural ability or a special technique, whenever you loose an arrow or throw a spear it seems to grow in the air, gaining weight and speed. Spend 2 Wyrð whenever you make a ranged attack with a shafted missile (spears or arrows, not hafted thrown weapons like axes and daggers). When you buy this gift you should decide whether the effect is achieved through a special technique or just raw strength (Thor), or supernatural power (Odin). Add half your chosen god rune score to the weapon's damage when you activate this power.

**Regenerative Power [3]:** By spending 3 Wyrð and focusing your will you can start to shake off injuries and heal wounds quicker than usual. You make a difficulty 1 courage cast to see how many wounds you heal. You can make this cast either as a quick action or a day action. As a quick action you heal your success margin wounds, as a day action you multiply this by your health.

### Ehwaz – M

This rune represents travel and vehicles, teamwork and harmony. You regain Wyrð equal to your total ranks of Ehwaz gifts whenever you work well as a team to achieve a challenging goal.

**Expedient Journey [1]:** Spend 1 Wyrð when making a simple cast for a long distance journey. You can move any tokens from your Outcome Rune stone to your Future Rune stone.

**Trusted Comrade [2]:** Spend 2 Wyrð when an ally makes a courage cast and make an instant Command cast at the same difficulty. Your ally gains a bonus to their courage cast equal to the success margin of your Command cast.

**Cooperative Attack [3]:** When you combine forces with your comrades you can perform a powerful attack. As a quick action, make a command cast; difficulty set by the target's Defence. You and your allies gain a bonus to attack the target equal to the success margin of your cast.

### Mannaz – M

This rune is the rune of mankind, representing the self, your connection with your fellow man, intelligence, forethought and skill. You regain Wyrð equal to your total ranks of Mannaz gifts whenever you uncover a significant deception made against you.

**The Courage of Ignorance [1]:** Mannaz merkstave often represents a self delusion or ignorance. In times of fear this can be something of an advantage. Spend a wyrð point to move any merkstave tokens to your Past Rune stone during a Courage cast.

**Reader of Men [2]:** Spend 2 Wyrð when you make an Empathy cast to oppose a Deception cast. Add your Alertness ranks to your dice pool for the cast.

**Details of War [3]:** Spend 3 Wyrð and make an Empathy cast as a quick action, difficulty equal to the target's Defence. Reduce the target's defence by your success margin against your attacks for the rest of the combat.

### Laguz – ƚ

This rune represents water, the sea and flowing, whether creative or spiritual flow, or the flow of the body. It is also the rune of imagination and dreams. You regain Wyrð equal to your total ranks of Laguz gifts whenever you achieve success through a particularly imaginative plan.

**Body of Water [1]:** Spend 1 Wyrð to add a token to your Fu-

ture Rune stone on a dodge action.

**Flow of Combat [2]:** When you make a dodge action you can spend 2 Wyrð to gain carry-over successes to an attack action in the next action segment.

**Creative Strategy [3]:** This ability can be applied to any skill cast. Take a difficulty 2 action of whatever speed the related actions are likely to be and make a suitable cast to formulate a plan (tactics, learning, or survival, for example). Any following actions that involve you enacting the plan gain a bonus number of dice in the cast pool equal to the success margin of this cast. In combat this can be used to give you a fairly universal bonus to all actions in that combat, except switched actions.

### Ingwaz - ◊

This rune represents common sense and simple virtues and strength. You regain Wyrð equal to your total ranks of Ingwaz gifts whenever your common sense approach is proven to be more successful than a more learned or complex solution to the problem.

**Common Sense [1]:** Spend 1 Wyrð to add a number of dice to any knowledge-based cast equal to half your Freyja score.

**Virtuous Courage [2]:** Spend 2 Wyrð to move all merkstave tokens on a courage cast into your Past Rune stone.

**Simple Strength [3]:** Spend 3 Wyrð to add your Might ranks to the weapon damage on a successful attack.

### Dagaz - ✘

This rune represents light, a breakthrough or clarity after uncertainty. You regain Wyrð equal to your total ranks of Dagaz gifts whenever your actions lead to a breakthrough in thought or deed after a time of confusion or uncertainty.

**Breakthrough Defences [1]:** Spend 1 Wyrð whenever your attacks are blocked to gain a bonus equal to your Alertness ranks to the dice pool for your next attack against that opponent.

**Shield Splitter [2]:** Spend 2 Wyrð when you make an attack to damage a weapon or shield. Reduce the target item's hardness by your ranks in Axes.

**Penetrating Attack [3]:** Spend 3 Wyrð to increase the AP value of the weapon you have attacked with by your Alertness ranks. This power lasts for the rest of the round.

### Othala - ⚔

This rune represents the home, your connection to your ancestors and your spiritual heritage. You regain Wyrð equal to your total ranks of Othala gifts whenever you sacrifice an important inherited possession for the gain of others in your family.

**Strand of Fate [Special]:** By spending a Wyrð point and making a short, simple Fate Weaving cast, difficulty equal to the target's legend (as a default, the target's legend is the difficulty for all fate weaving casts), you can weave basic good or bad luck into their future. At any future point you can add a token to either the target's central stone or their merkstave stone.

**Twist of Fate [1]:** Spend 1 Wyrð and make an action speed 3 combat action Fate Weaving cast, contested by your target's current action, to add a number of merkstave tokens to your opponent's cast equal to the success margin for your cast.

**Weaving Strands [2]:** By weaving two strands together you can achieve much more powerful effects. Spend 2 Wyrð and make a short Fate Weaving cast, difficulty equal to the highest legend of the two target characters plus 1. Whenever the two target character's lives cross you can add a number of tokens up to your success margin for the roll to either character's merkstave of central stone on any casts made whilst they are together, but whenever you do so the other target must take the reverse effect—if you give one of the characters two tokens on their central stone the other must take two to their merkstave stone.

**Strands of the Soul [3]:** This power allows you to do a large variety of things to your target, including healing, dealing direct damage. All require a day action and the expenditure of 3 Wyrð points per level of the target's legend. Beneficial effects use the target's legend for the difficulty, whilst harmful effects are opposed by the target's Courage cast. The effects typically last for a day, but the GM can reduce this or increase it as he sees fit.

Here are some effects that can be achieved:

- » Reduce target to their legend in wounds.
- » Reduce target to 1 in a given god rune.
- » Fully heal the target
- » Increase target's god rune to 8
- » Provide a +4 merkstave penalty to all casts made by the target with one given skill.
- » Increase a skill to 4 ranks.

# PART 3: BASIC SYSTEM

This section looks at the core game systems of **Midgard**.

## MAKING A CAST

When you take an action the GM will give you a difficulty and a time the action will take. See the table below for typical difficulty scores.

Difficulty	Score
Easy	1
Average	2
Tricky	3
Difficult	4
Legendary	6

When you make a roll, or cast, you are simulating drawing runes. When you cast your runes follow these steps:

- » Place a number of tokens in the Cast Runes stone on your character sheet equal to your rank in the skill. These represent your natural skill.
- » Declare how much Wyrð you wish to spend to enhance the cast. The maximum you can spend is 2 plus your leg-end.
- » Roll a number of d8s equal to your God Rune for the ac-tion plus any wyrð spent.
- » Place an additional token in the Cast Runes stone on your character sheet for every 6, 7 or 8 rolled. These represent casting a rune that is intrinsically tied to your success in the action.
- » Place a token in the Past Rune stone on your character sheet for every dice that come up with a 3. These represent the runes that are placed on the past section of the rune cast, showing which parts of your past have come into play on the action.
- » Place a token in the Future Rune stone on your character sheet for every dice that come up with a 4. As with your Past Rune score, these tokens represent useful runes cast on the future region.
- » Place a token in the Outcome Rune stone for every dice

that come up with a 5. These tokens again represent useful runes cast on your outcome region.

- » Place a token on the Merkstave stone for every dice that comes up with a 1. These represent runes drawn in the problems region of the cast that come up Merkstave, and so could have a negative effect on the cast. You should also add any other Merkstave tokens for penalties applied, such as for wounds.
- » Distribute the tokens in your Cast Runes stone between your other stones, or to remove a Merkstave token.

To succeed in your cast you need to have enough tokens on your Past Rune stone to overcome the difficulty of the ac-tion.

If you succeed you can apply any bonus from your Future Rune score to reduce the time the action takes (see the table below). Future Rune stone can hold a maximum of 4 tokens. In situations where a degree of success can be applied, your score on the Outcome Rune stone can be applied as the suc-cess margin for the action.

Action Time	Base Time	Modifier
Quick	5 secs	1 sec
Short	2 minutes	20 secs
Medium	10 minutes	2 mins
Long	1 hour	10 mins
Day	12 hours	2 hours
Week	7 days	1 day

### Merkstave Effects:

The GM can use each Merkstave token from your cast to ap-ply the following effects:

- » Reduce the Success Margin by 1
- » Reduce the Action speed bonus by 1
- » Add 1 to the success margin of the next action targeted against you
- » Apply a critical failure effect (only when the cast fails).
- » Apply a complication to a successful action.

Critical failure and complications are story-based effects that affect the character in some negative way. They have no direct game effect (other than possibly one of the game effects mentioned above) but can make the story more compelling and exciting.

The GM can apply Merkstave penalties as well as increasing the difficulty. This is done for things that affect the character on in a more holistic manner than simply making the task more difficulty, such as wounds and extremes of environment.

### Carry-Over Casts

Some casts allow you to set up or provide a bonus to a follow up action, such as preparing ingredients for a magic ritual. In such casts the success margin can be carried over onto the next action as bonus tokens in the Past Rune stone.

## TYPES OF CAST

Casts can be one of the following types:

**Simple:** Simple casts involve actions that either succeed or fail, there is no need for a degree of success. In these casts any tokens in the Outcome Rune stone have no effect.

**Instant:** Instant tasks happen so quickly as to not involve any time. In these casts tokens in the Future Rune have no effect. In combat these actions can be done outside of the usual combat round and do not count as your action for the segment.

**Opposed:** Opposed casts are when two characters are acting in direct opposition to one another. In these tasks tokens on the Future Rune stone have no effect. The player and GM should distribute their stones between the Past Rune and Outcome Rune stones. When they have distributed all their tokens they should reveal them simultaneously. The winner is the character with the highest score in their Past Rune, but the effects will be based on their score in their Outcome Rune. In an opposed simple action it is simply a case of getting as many tokens into your Heimdall's stone as possible.

**Contested:** Contested casts are similar to Opposed casts, how-



ever, in these casts the speed of the action is as important, if not more important than the other factors. Player and GM distribute their tokens in secret in the same manner. In this case, however, the difficulty for the task is set by some defined factor, such as the target's defence, and the success over the other character is determined by which action goes first, with the success margin used to break any ties.

## WOUNDS, FATIGUE AND ENVIRONMENTAL EFFECTS

The GM has three tools at his disposal to describe the many different effects that can bely your character: Wounds, Fatigue and Merkstave Penalties.

**Wounds:** You can suffer wounds for effects other than just combat damage. A good way to assign wounds from an effect is to decide whether the character can avoid or lessen the level of injury suffered by dodging out of the way or resisting its effects with their courage or health. See below for the different ways of using these tools.

**Fatigue:** Fatigue is represented by a loss of Wyrð. You can use the same methods for resisting Wyrð loss as you can with Wounds. When a character has no Wyrð left they cannot cast any runes, and so only receive their skill bonus to casts. When you drop to 0 Wyrð you are exhausted and gain a +4 merkstave penalty all actions as if critically wounded.

**Environmental Factors:** External factors that can weigh on a character can be represented by giving separate Merkstave penalties.

### Countering These Effects

There are also three different ways characters can counter these effects:

**Athletics:** Where an effect can be negated or lessened through dodging, a contesting Athletics cast can allow the character to resist the effects.

**Courage:** Similarly where a character can use their courage to resist their effect (remembering that this can be used for any kind of mental resistance), an opposed Courage cast can help reduce or cancel the effects.

**Might:** When you wish to resist with your physical fortitude, an opposed Might cast can be used to reduce or cancel the effects in the same manner as Courage.

# PART 4: COMBAT SYSTEMS

This section covers the systems for combat in Midgard.

## COMBAT SEQUENCE

In each combat round you gain a number of actions equal to your Weapons Skill. Each round is divided into segments, characters can act in a segment if they have actions remaining, but must act if they do.

Each segment follows this sequence of stages:

- » At the start of each segment, players declare a basic action in ascending Weapon Skill + Alertness order.
- » All characters then cast for their action. This roll dictates your initiative (the speed of the weapon used, or 5 for quick actions, reduced by the usual bonuses).
- » Actions are then resolved in ascending initiative order. The difficulty for the attack is your Defence score. The success margin, plus the weapon damage score, is the number of wounds dealt. Armour points reduce the number of wounds caused.
- » As you act you can declare the specifics of your action – such as attack can be specified as a Knock Back or Smash.

### Surprise

If the GM determines, either by cast (such as an opposed stealth versus alertness) or simply because the situation dictates it, he can award a surprise bonus to a character. Such bonuses are applied in the first segment of the first round of combat only, and can be added to both the character's Weapon Skill + Alertness rating for declaration order, and to their Future Rune stone on their action. If a cast is used the success margin should determine the modifier. The GM can also assign any modifier he sees fit. In the same manner.

### Active Defences

You can switch an action to an active defence you do this in response to an attack that succeeds in hitting you. You can switch to a block, dodge or escape pin action in this manner. You must recast the roll. As blocks and dodges are contested casts, your new cast in these cases must beat the target's action speed. As you have reacted late, however, you do not gain the usual action speed bonus for such actions (see the

entries for the relevant action types below for more details).

## Short Actions in Combat

You can do short actions in combat too, but you run the risk of them being interrupted by attacks against you. Make the cast for the action and calculate the number of rounds the action will take to complete. It will take one round for every 20 seconds of the action you are attempting. If you are hit by an attack you need to make a simple, instant, courage cast at a difficulty equal to half the damage caused (rounded up). If you fail your action is interrupted and you must start again. If you start your action in the first segment of the round you can count that round towards your total rounds for the action, whilst if you start the action in a later segment in the round you can't start counting of the rounds until the next round.

If you suffer wounds whilst attempting a short action in combat you must make an instant, simple Courage cast to avoid the action being interrupted and you having to start again. The difficulty for this cast is the damage suffered.

## COMBAT ACTIONS

There are two stages of choosing actions, the basic action and the specific action. The different options are dealt with below.

### Basic Actions

The following basic actions can be chosen when declaring your action:

**Attack:** covering any physical attacking action.

**Move:** covering any type of action that involves moving

**Defence:** covering dodging and protective manoeuvres with shields or weapons.

**Skill Action:** Activating a rune gift or skill action – any quick action can be made as a combat action.

### Specific Actions:

The actions below are the different actions that can be taken in combat:

**Strike [Attack]:** This is the basic attacking action and involves



hitting someone with a basic weapon. Cast the appropriate skill and god rune for your attack. For example, to throw an axe roll Freyja + Athletics.

**Block [Defence]:** This action involves parrying a blow or putting your shield in the way. You cast Heimdall + skill with a weapon (or shield). If unarmed you can only block other unarmed attacks. This is a contested cast, but your weapon's action speed is considered 2 lower, or 4 lower for shields. The difficulty for this cast is equal to the attacker's weapon skill + skill used to attack you with -2. If the block is successful against a weapon, the weapon can be damaged as if your enemy targeted the weapon (see below), but reduce the success margin by 2. They cannot choose to disarm you in this way.

**Dodge [Defence]:** This action involves moving out of the way of your opponent's blow. Again this is a contested cast, at your unarmed action speed, made using Freyja + Athletics. The base action speed for a dodge is three, or a standard five if you have used an active defence to switch to a dodge action.

**Charge [Move]:** This action lets you both cover ground and attack in a single action. The action speed is determined by adding the distance-based action speed component and the weapon speed (and so will almost always lose you initiative) but you do not count as being in close combat until your action is resolved.

**Smash [Attack]:** This big hit requires longer time to wind up. Take a +2 penalty to your action speed, but add a bonus token to your Outcome Rune stone.

**Knock Back [Attack]:** Rather than wound your opponent, this attack concentrates on pushing them out of the way, or possibly over a cliff, etc. A basic knock back will move your opponent 5 feet, plus an additional 5 feet per token on the Outcome Rune stone. You can also use this attack to knock someone prone. Add +2 to the difficulty of the attack, but this is a simple action; a character who is prone counts as being *immobilised* (see the armour section below). You can also knock back multiple opponents, such as by knocking a target character back into their comrades. The difficulty of such an attack is increased by the number of additional characters targeted past the first. All characters are pushed back the same amount as indicated by the success margin. Knock Back attacks are easier with heavy weapons (reduce the difficulty of the attack by 1), but harder with light weapons (increase the difficulty of the attack by 1).

[Note: Prone characters defence is reduced by 2 and their movement rate is seriously hampered until they use a move action to get up]



**Target Weapon [Attack]:** You can target an opponent's weapon, either to disarm them or to damage the weapon. To target the weapon you must make an attack against your opponent at +2 difficulty. If you hit work out damage in the usual way, but compare the result against the target weapon's Hardness and Structure score. Your damage score is applied to the Structure of the weapon as wounds are to a character, but the weapon's Hardness reduces the strength of the attack, and armour piercing has no effect against items. Striking a weapon to damage it is easier with heavy weapons (reduce the difficulty of the attack by 1), but harder with light weapons (increase the difficulty of the attack by 1).

To disarm an opponent add +1 to the difficulty, the success margin becomes distance (5 feet per token) that the character's weapon is flung from their grasp. The number of categories the target weapon is larger than your weapon adds a further +1 to the difficulty.

**Pin [Attack]:** Pinning an opponent is usually, but not always, done with the Wrestling skill – a series of rapid blows, for example, might pin your target. Pinning involves restricting the actions open to your opponent, allowing them only to escape the pin (see below).

Attack against the target's defence as normal, If you succeed your opponent can only escape the pin as their next action. Your attack will also do damage, Your success margin applies as normal, but you do not add your weapon damage modifier, unless you are using the Wrestling skill to apply the pin, in which case you apply your unarmed damage modifier (usually +1).

Your opponent doesn't get to use their armour to soak the damage caused from pinning attacks. However he can use his ranks in either Wrestling or Athletics in the same manner as armour hardness.

As with a standard attack the target of a pin gets to choose which location they take the damage on. Effects of taking this damage apply as normal.

If you act again before your opponent's next action and choose a different action, the target is immediately relieved of the obligation to take an Escape Pin as their next action. You must declare that you are continuing with the pin as you declare your basic action.

A character who is pinned counts as being *immobilised* (see the armour section below) against attacks from characters other than the character pinning them.

If you maintain the pin in subsequent rounds it becomes more difficult to keep hold. Add a cumulative +1 penalty to the difficulty to attack cast for each round after the first the pin is maintained. After the pin is broken this penalty is removed and you can attack again with no penalty.

**Escape Pin [Defence]:** You try to escape a pin. You can attempt to dodge or wriggle out of any pin with either Freyja + Athletics or Heimdall + Wrestling. This is a simple action, opposed by the pinning character's cast for this round (if they haven't chosen a pin attack you are free to act, although if they declared before you, you will be restricted to a defence action).

**Stoke Fury [Skill]:** You can stoke your anger and fury, summoning your berserker wrath. This involves making an Odin + Berserker cast (quick action). The difficulty for the cast is 4 minus your merkstave wound penalty (wound penalties do not apply to this cast). If successful you are classed as Berserk for the remainder of the round. You also gain a berserker level equal to the success margin. Whilst berserk you add a free token to the Outcome Rune stone for any attack-class action for each berserk level, you ignore wound penalties on all attack actions and add your berserk level to your courage bonus.

**Evaluate Battlefield [Skill]:** you can spend a simple, quick action evaluating the battlefield, making a tactics cast. The GM sets the difficulty based on how chaotic the battlefield appears.

If successful a +1 bonus can be applied as a cast dice pool bonus to the character's next attack or defence cast. You can also make a command cast to confer this bonus to your allies as a further simple, quick skill action, the difficulty for this cast is based on how close by and able to hear you your allies are.

## Using Luck

You can make luck casts at any point to narrate a short lucky happenstance that effects the game. Whatever the effects of this cast in terms of the narration, the mechanical effect in the game is simply handled by the luck cast providing carry-over successes to the next appropriate action the character makes. A luck cast can be made as a quick action and always has a difficulty of 2.

## WEAPONS

The tables on this and the previous page show the typical weapons available.

### Weapon Notes

The following rules apply to the different weapons:

**Improvised weapons:** Improvised weapons can be anything that could theoretically be wielded. Thrown improvised weapons are generally smaller than those wielded by hand. Larger improvised weapons can have more structure points than other weapons, dependent upon their size – a thick heavy club might have two points, for example.

**Throw Range:** Your standard throw range is calculated by di-

Weapon	Skill	Damage	Speed	AP	Hard	Str	Special
Double-Headed Axe	Axes	7	6	3	6	1	-1 difficulty when targeting weapons
Bearded Axe	Axes	6	5	2	6	1	-2 difficulty when targeting weapons
Large Axe	Axes	6	5	3	6	1	-1 difficulty when targeting weapons
Throwing Axe	Axes or Sax	4	4	2	6	1	-1 difficulty when targeting weapons
Berserkr	Sax	6	5	1	9	1	Legend Berserker
Longsax	Sax	5	5	1	8	1	
Hammer	Sax	5	5	0	10	1	
Sax	Sax	4	4	1	8	1	
Scramsax	Sax	3	3	1	7	1	
Club/improvised	Sax	3	4	0	5	1*	
Dagger	Sax	2	2	1	7	1	
Unarmed	Sax or Wrestling	1	4-half Freyja	0	-	-	
Round Shield	Shields	2	4	0	8	5	Additional -2 speed on block, Additional +2 difficulty to disarm
Broad Spear	Spears	5	6	1	7	1	
Hewing Spear	Spears	5	6	2	7	1	
Thrusting Spear	Spears	5	6	1	7	1	-1 action speed on block
Broad Sword	Swords	6	4	1	10	1	Legend Chieftain
Long Sword	Swords	5	3	2	9	1	Legend Chieftain

viding your Thor score by 2 and multiplying this by 5 feet.

**Legend Restrictions:** Some weapons are suggested to be restricted to certain legends. These are guides to help the GM decide which weapons are appropriate for different character types.

**Light and Heavy Weapons:** Weapons with a base speed of 2 or less count as Light weapons, weapons with a base speed of 5 or higher are classed as heavy weapons. Some actions you make in combat are affected by this classification.

**Using a weapon with two hands:** Heavy weapons can be wielded with two hands, reducing the action speed by 1.

**Dual Wielding Weapons:** You can wield two weapons simultaneously in attack if you are armed with a weapon in each hand. Use the highest base attack speed and damage modifier of the two weapons as a base and apply a +1 bonus to damage for normal (i.e. not light or heavy) weapons and a +2 bonus for heavy weapons, however an equal number is also added to your opponent's defence against such attacks. Light weapons used in such a manner add no bonus to damage but do reduce the speed of the attack by 1.

**Weapon Descriptions:**

The following section describes the different weapons available.

**Double-Headed Axe:** These weapons are more often found in legend than in archaeological finds. They were probably impractical to wield in real life, but their prominence in Viking legend means they deserve a place here at the top of the damage tree.

**Bearded Axe:** This axe has a special head, with a large hooked blade below the connection with the haft. This makes it expert at pulling away shields and hooking weapons from your enemy's grasp.

**Large Axe:** The standard fighting axe of the Viking warrior, designed to split helmets and shields with equal ease.

**Throwing Axe:** The mainstay of the Viking warrior's arsenal, most warriors had at least a couple of these stuffed in their belts

as a back up and for throwing at oncoming enemies.

**Berserkr:** This heavy, well-crafted sax is perhaps better seen as a single-edged broad sword, believed to have been a special weapons used by berserkers to maximise the damage from a simple sax blade.

**Longsax:** a longer, heavier version of the sax, with a two foot blade.

**Sax:** This is the typical simple hacking sword used by many Viking warriors, with a blade eighteen to twenty inches long.

**Scramsax:** A shorter, foot-long blade, often used as a heavy dagger.

**Club/Improvised Weapon:** This weapons counts as picking up any old solid lump of wood or other heavy material.

**Dagger:** More of a tool than a weapon, but useful in dire straits.

**Unarmed:** This is here to show how unarmed attacks work in the system. Your action speed with unarmed attacks is equal to four minus half your Freyja god rune score.

**Round Shield:** The classic Viking shield of thick wood reinforced with iron rivets and strapping. Your shield is designed for blocking rather than attacking, and as such is most often used in an active defence. When making an active defence using your shield you reduce the action speed by a further -2 (-4 in total, making the base action speed 0). Shields are usually strapped to your arm, making them harder to disarm. If your opponent tries to target your shield with a disarm attack, the difficulty is increased by a further +2 (+4 in total).

**Broad Spear:** This is the most primitive of the spear designs with a broad leaf-shaped blade.

**Hewing Spear:** This spear has a longer sharper blade, better for piercing armour and can be used to slash as well as thrust.

**Thrusting Spear:** This common Viking spear has a crossed hilt just below the blade which makes it ideal for parrying attacks.

**Broad Sword:** The classic Viking sword with a short and broad blade, rounded pommel and relatively short hilt.

Weapon	Skill	Damage	Speed	AP	Hardness	Structure	Range
Bow	Archery	4	3	3	5	1	60 ft
Spear (various)	Spears			- (as melee) -			2x Throw
Throwing Axe	Athletics	4	4	2	6	1	Throw
Dagger	Athletics	2	2	1	7	1	Throw
Improvised	Athletics	2	3	1	7	1	Throw

**Long Sword:** A longer narrower sword than the classic broad sword, a rarer sword.

**Bow:** Viking bows were primitive in comparison to later medieval bows. Two hands are always required to operate a bow.

## ARMOUR

A limited range of armours were common to Viking warriors, and they often wore multiple layers of different types of protective clothing.

### Armour Systems

Armour in **Midgard** is ablative, reducing in effectiveness as it takes damage. Armour also has a hardness score, just like weapons and shields.

When you are hit by a blow you must follow these steps to determine how much damage is caused to the armour and how many wounds you suffer.

- » If the weapon has an AP score, this damage is dealt directly to your wounds total.
- » The rest of the damage is dealt to your armour. Firstly you choose which of the different types of armour you are wearing the blow has landed on.
- » If you are *immobilised*, due to being prone or pinned, the attacker gets to choose the hit location instead.
- » Reduce the damage affecting the armour by the hardness of the armour that is taking the blow.
- » Tick off a number of structure points equal to the remaining damage on the armour you have selected.
- » If the armour is reduced to zero structure points the remaining damage is taken to your wounds, even if you have other armour left.

### Armour Characteristics

You will typically wear armour over 4 different areas: Head, Body, arms and Legs. You can select different armour types to wear on each different area.

**Structure Points:** The number of base structure points the armour has is determined by the sum of the different areas one which you are wearing the armour in question, multiplied by the armour's structure modifier.

**Hardness:** The armour's hardness score is determined by the type of armour you are taking the hit with.

**Action Speed Penalties:** You also take a penalty to your action

Armour Type	Str. Modifier	Hardness	Speed
Thick Cloth	x 2	0	+2
Hardened Leather	x 1	2	0
Chainmail	x 2	3	+1
Reinforced mail	x 3	3	+2
Steel Helm	x 2	10	0

Armour Location	Str	On penetration
Head	3	Damage x3
Body	8	
Arms	5	Courage cast or drop held item
Legs	7	Athletics cast or knock back

speed based on the armour you are wearing add up the total speed modifier for the four areas to find out your total modifier, and reduce this by your Might skill ranks.

### Armour Types

**Thick Cloth:** Thick clothing, of wool and linen, are common. Thick cloth protection cannot be made for the head.

**Leathers:** Hardened leather worn over the clothes is common.

**Chainmail:** This basic armour of metal links provides high protection.

**Reinforced Mail:** Wearing chainmail over thick cloth armour is a great way to beef up your protection. You cannot reinforce a mail hood and so cannot take this option for the head.

**Steel Helm:** This is a special plate steel helmet, and provides excellent protection for the head.

### Armour Locations

Some locations have special rules for when damage manages to penetrate (i.e. you take any wounds on these locations, even from armour penetrating blows).

**Head:** Attacks that penetrate the head armour cause triple the usual damage.

**Arms:** Attacks that penetrate against the arms cause you to make an instant, simple courage cast (difficulty equal to wounds suffered) or drop one held item (your choice).

**Legs:** Damage against the legs makes you make a simple, instant Athletics cast (difficulty equal to the no wounds suffered) or fall prone.

# PART 5: VILLAINS & MONSTERS

This section looks at the different enemies and mythical creatures the characters are likely to face and presents some systems to help you run a combat containing multiple antagonists.

## TYPES OF ENEMY

It is important that the GM does not have to roll multiple casts for all the different enemies that the PCs will face in a given battle, and as such enemies have been graded and a different casting system is used for GM controlled characters. I'll begin by going through the different types of enemy you can use as GM to throw at your players.

**Thanes:** Thane-level enemies are the most powerful the PCs will face. These are significant individuals of a similar power to, if not more powerful than, the PCs. Thanes have a simplified character sheet to enable the GM to more speedily build their characters.

**Shieldbearers:** Shieldbearers are the second rank of enemy—reasonably skilful and enough of a danger to the PCs to make them worried about attacks from them, but essentially simple for the GM to run and relatively quick to kill.

**Warriors:** Warriors are the lowest rung of enemy the PCs will face. These are used to represent the large numbers of opponents you might face, yet also be a fairly low threat, unless they manage to surround you in great numbers, and enable a nice morale-boosting slaughter-rate for the PCs.

### Enemy Rank

Each enemy you are likely to face will have a Rank score, which determines much of their capabilities. A rank score will range between 1 and 4. The different skill levels and qualities for each class of enemy are calculated as follows:

**Thanes:** A Thane-level enemy's rank has the least effect on its qualities and skills. You can choose whatever levels in qualities you desire, but when it comes to skills you simply pick a list of skills the Thane is skilled in. They are considered to have their rank in each skill selected, and half their rank, rounded down, in all other skills. When determining your courage, only set the bonus, not the cast—the GM cast (see below) will be used for any cast you make.

**Shieldbearers:** Shieldbearers' rank determines the base for all of

their qualities (i.e. Defence is 1+rank, health is 3+rank, etc). You also pick which skills you think are appropriate for your the shieldbearer and they are considered to have their rank in levels in these skills, but no ranks in any other skills.

**Warriors and Warbands:** Warriors operate in "warbands" of up to four. The warrior's rank determines the base Defence, Courage bonus and Health, but they have no Wyrð, Weapons Skill 1 and no skills to speak of.

When in a Warband of equal-ranked warriors combines, each warrior past the first adds 1 to the warband's Defence, Weaponskill and Courage bonus.

Where a mixture of different ranked warriors are combined into one warband use the highest rank as the base but only add a +1 bonus where the other warriors' total rank equals the lead warrior's rank—e.g. a band of a rank 4, 3, 2 and 1 warriors will have a base rank of 4, but gain a +1 bonus (3+2+1 is 6, but the 2 points over are wasted, better to split the rank 2 warrior on its own). It is advised that you combine warriors in this way only when desperate—the whole point of warriors is that they make your life pretty easy as a GM.

See below for more details of how a warrior's rank is applied to how it works in the game.

## THE GAMESMASTER'S CAST

The GM makes a single cast for any given action or any particular action, or, in combat, for all actions within a given round. He rolls a number of dice calculated from the following formula:

$$2 + \text{Number of PCs In the scene} + 2 \text{ per Thane in the scene}$$

Once rolled the GM distributes the tokens generated from these dice as normal. This result, along with different modifiers for applied depending upon the type of roll made and the class of enemy acting, is then used to calculate the results. The different types of resolutions and how they differ for each class of enemy are described below. If you are making a cast outside of combat you don't apply the additional bonus for Thanes—if you are rolling for a Thane only apply one +2 bonus to the cast, but for Warriors and Shieldbearers don't apply any bonuses.

## Skill and Courage Casts

Most basic skill casts, whether using a skill action in combat or otherwise, are resolved as follows:

**Thanes:** Thanes can distribute a further number of tokens equal to their ranks in a given skill as a PC can.

**Shieldbearers:** If a shield bearer possesses a skill add their rank to the number of tokens in the Past Rune stone.

**Warriors:** warriors are not generally considered to have skills and as such gain no benefit beyond the cast dice.



## Wyrð Points and Rune Gifts

Thanes and Shieldbearers can make use of rune gifts, but Warriors cannot. Their Wyrð score is based on their rank, but without having Legend or wanting to calculate their rune gift total, give them a number of Wyrð points equal to their rank multiplied by their total ranks of rune gifts.

When you give an enemy a rune gift it might have a bonus calculated based on a god rune score. As enemies don't have god runes, simply use their rank in place of a Half god rune bonus and double their rank in place of a full god rune bonus.

If you wish you can create special rune gifts that only your enemies have access to. For such powers you don't need to worry about assigning them to a specific rune, but you should work out their level as this dictates their cost and affects the enemy's Wyrð pool.

## ENEMIES IN COMBAT

In combat you make a single cast each round in which you have enemies that are acting. This roll determines what every enemy does in that round of combat, but different classes of enemy apply the results of the cast in different ways.

### Weapons and Armour

Enemies can be armed with any weapons and armour you see fit. You can also develop your own armour and weapon types to represent natural weapons and armour. Bonuses from weapons and armour are applied as follows:

**Thanes:** Thanes receive the full armour benefits afforded to PCs. Their weapons work as normal.

**Shieldbearers:** Shield bearers only have one armour location

which has 10 base structure points. When they are immobilised PCs can target specific locations to achieve the usual benefits. Their weapons work as normal.

**Warriors:** Warriors have only one armour location and do not gain any structure points for their armour, but gain the benefit of its hardness when they take damage—see Wounds below for full details. In a warband where warriors are identically armed, each attack is resolved with the same weapon. Where a warband has a mixture of weapons, you should make sure you use each weapon once a round.

Some enemies may be unarmed, or armed with natural weapons, usually these will have an action speed equal to 5-rank and natural weapons will deal 1+ rank damage at AP 1—supernatural claws will do 2x rank damage and AP score equal to the creature's rank.

## Segments and Actions

All classes of enemy have their own Weapon Skill score, and as such this is used to determine which segments they can act in.

## Declaration Initiative

Basic actions in combat are declared as follows:

**Thanes:** For Thanes, calculate their equivalent of Weapon Skill + Alertness and declare in the usual order.

**Shieldbearers:** Shieldbearers declare on their rank only.

**Warriors:** Warriors always declare their actions first. If there are multiple warrior types in an encounter, they declare in ascending rank order.

## Overcoming Action Difficulty or Defence

The score used to determine whether an enemy overcomes the difficulty of a given action is determined as follows:

**Thanes:** Add up the number of tokens in the Past Rune stone, plus you can distribute further tokens here based on the Thane's skill bonus in the same way as with an action outside of combat.

**Shieldbearers :** Where the Shieldbearer has a skill that applies, add the rank bonus to the tokens in the Past Rune stone, otherwise just use the tokens on the stone.

**Warriors:** If making a simple attack or defence action add the warband's full rank bonus to the tokens in the Past Rune stone (warriors are assumed to have basic combat skills), oth-

erwise add just the warband size bonus to the tokens on the stone.

### Action Speed

Calculate the speed an enemy's action resolves at as follows:

**Thanes:** calculate the speed of the action as normal, and reduce this by the tokens you have in the Future Rune stone, remembering that you can distribute bonus tokens here based on the skill bonus.

**Shieldbearers and Warriors:** Other enemies actions are resolved simply by taking the tokens on the Future Rune stone away from their base action speed.

### Damage

All enemies damage based on their weapon in the same way as PCs.

### Wounds

Calculate an enemy's wounds as follows:

**Thanes:** Thanes have four wound levels: the first has 2x Health boxes at no penalty, the second 1.5x health with a +1 Merkstave penalty, the third 1x health at a +2 Merkstave penalty and the final one at 0.5x Health at +4 Merkstave.

**Shieldbearers:** Shieldbearers have 3x health wounds. They suffer no penalty until these are gone, at which point they die.

**Warriors:** Warriors do not have wounds as such—each blow that hits a warrior warband must overcome its Health (or rank as they are the same) + the hardness of its armour with the damage caused. If multiples of this total are achieved multiple Warriors are slain—e.g. if a rank 2 warband armoured with hardened leather is dealt 13 damage. This slays 3 individuals (4 for each), but the remaining point of damage is wasted. Where a warband is made up of warriors that are of different rank or with different armour remove those with lowest combined health + armour hardness bonus first.

## CREATURES OF VIKING MYTH

Here are some example creatures—a Wikipedia primer if you will—to get you started thinking about what creatures you might get your PCs to fight in their **Midgard** sagas. The research that has gone into this is very limited. Feel free to do your own research, but the selection I provide below gives a decent range of unusual creatures that will not feel out of place. I don't provide any stats for these creatures as you can stat them up as Thanes, Shieldbearers or Warriors as you see fit.

**Alfar (Elves):** Norse elves are the major inspiration for Tolkien's elves in the Middle Earth books. There are two different types of elf in North myth: Ljósálfar, the light elves who seem to represent the perfection of humanity; and Svartálfar, or Dökkálfar, Black (or Dark) elves, who are corrupted, cruel and twisted versions of the elves who prefer to live underground—I personally see these as being very similar to Tolkien's Orcs. Whilst some sources refer to dark elves and dwarves possibly being the same thing, I prefer to have dark elves as a separate cruel creature, whilst dwarves are merely greedy smiths. Half elves are also noted.

**Draugr:** These undead are the bodies of Viking warriors risen from their graves. They are reported to have great strength and the ability to turn into a smoky form.

**Dvergr (Dwarves):** Subterranean little people, known for being highly skilled smiths and for their greed.

**Einherjar:** Spirits of brave warriors who have fallen in battle and now live out the glory of battle and the following feast of the gods on a daily basis. Perhaps unlikely to be used in a game, unless they have perhaps been summoned back to Midgard for dark purposes and the PCs would need to find a way to free them.

**Jötnar:** Giants are common in Norse mythology, and are often seen as being peers of the gods. Some internet sources suggest that they range in size from bigger than the universe to about the same size as men. I would suggest making most that your players encounter a little bigger than men. References are often found to Bergrisar (mountain giants), Eldjötnar (fire giants), Hrímfursar (frost giants), and Trolls.

**Haugbui:** Undead who cannot leave its burial mound

**Landvættir and Rá:** Nature spirits came up regularly in my research. Some are large creatures of significant power, whilst others are small and mischievous, seeming similar to faeries in Celtic lore. They are often referred to as guardian spirits, protecting specific places. Examples include Bergsrá (mountain spirits), Huldra (forest spirits), Havsrá and Sjövättir (sea spirits), and Sjörá (freshwater spirits).

**Valkyries:** These female spirits took the spirits of the dead to Valhalla. Perhaps difficult to work in to a game as an enemy unless corrupted or bewitched by evil magic.

**Other Legendary Creatures:** Many legends and Norse cosmology include much larger creatures of godlike status. Whilst these are probably not suitable for games, perhaps they could have (much weaker) spawn that roam the earth. Examples include Fenris the wolf, Garmr the hellhound, Jörmungandr the sea serpent and Nídhögg the dragon.

NAME

BIRTHRIGHT

PLAYER

LEGEND



# GOD RUNES



# SKILLS

## FREYJA WORLD SKILLS

Legend	Skill	Ranks
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

## THOR ITEM SKILLS

Legend	Skill	Ranks
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
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<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

## ODIN MYSTICAL SKILLS

Legend	Skill	Ranks
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
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<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

## HEIMDALL INTERACTION SKILLS

Legend	Skill	Ranks
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

## TYR BATTLE SKILLS

Legend	Skill	Ranks
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
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<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

# RUNE GIFTS

## GIFT POWERS

RUNE	RANK	GIFT	NOTES
<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>		
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<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>		

## REGAINING WYRD

RUNE	TOTAL	REGAIN WYRD POINTS WHEN...
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	

PRIMARY GIFT

RUNE

TOTAL

(TOTAL OF ALL RANKS IN THIS RUNE)





# RUNE CASTING

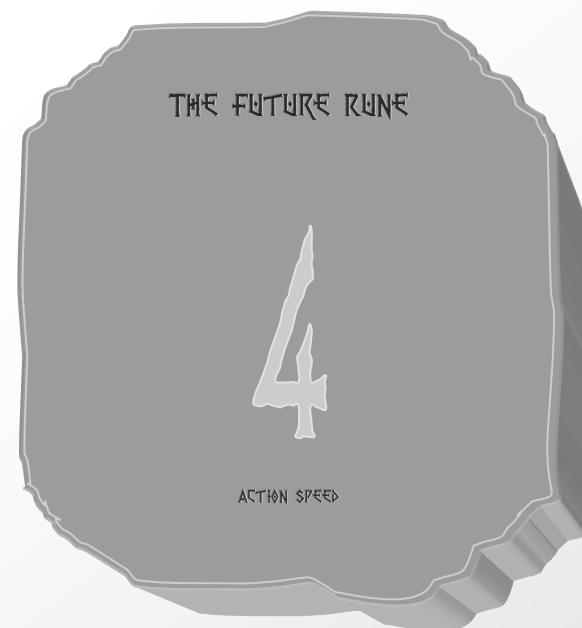


Place an additional token in the *Cast Runes* stone for every 6,7 or 8 rolled.

Place a token in the *Past Rune* stone for every dice that comes up with a 3.

Place a token in the *Future Rune* stone for every dice that comes up with a 4.

Place a token in the *Outcome Rune* stone for every dice that comes up with a 5.



Place a number of tokens in the *Cast Runes* stone equal to your rank in the skill.

Roll a number of d8s equal to your *God Rune* for the action, plus any bonus dice from spent Wyrð points (max 2 + Legend).



Place a token in the *Merkstave* stone for every dice that come up with a 1.

Distribute the tokens in your *Cast Runes* stone between your other stones, or to remove a *Merkstave* token.