



a tale of
bravery

Rulebook

Introduction

This is the Rulebook for A Tale of Bravery. This book will tell you all the rules you need to be able to play the game. At least one of the players should have read through the Rulebook at least once before play. It is also quite possible to pick up on the rules as you go along playing the game. Although, by experience, we know this will require a little bit more patience from your fellow players as you look up the rules.

All in all, we have tried to keep the rules as simple and consistent as possible. This will make it easier for you to remember them. For your reference, please also see our FAQ and errata online.

To play the game, you'll need the contents of the A Tale of Bravery game box. Each player will play one or more of four heroes. You will be using the dice to let the game decide matters of chance for you and you'll be using your wits to decide upon the more active decisions in the game. The game is played using these rules and the Questbooks. Whenever there's a fight you'll play the action out on the game board tiles using the figures of your heroes and opponents.

At the end of this book, there's a brief description of the game world, which is the British Isles 20 years after the death of the legendary Arthur Pendragon. You will be able to reference the many kingdoms and cities you visit on the map included in the game box. By all means, use the map to help you plan your game. Get a pen and draw the lines of your travels. Make notes on it. Put pins in it. Use PostIt notes or stickers to help you. Not only is it kind of fun to use the map as a big notepad, it also helps you to return to the game if it's been left unplayed for a few weeks. And when the game is done, you can review the notes on the map and share your experiences with your friends and other players.

For your, and our own, amusement we have tried to keep the names of places and kingdoms historically accurate. We have even borrowed a lot of events that actually occurred and people that actually lived, although not necessarily at exactly the same time. Naturally, we have also borrowed a lot from medieval legends and folklore. And honestly, we have also shifted some of the political and technological developments from later periods into the times of King Arthur. The crossbow, for example, didn't exist until much later in Europe, nor was feudalism as strictly practised at this time, as depicted in the game. The map and events in A Tale of Bravery are not an accurate historical depiction of medieval Britain.

We wish you much enjoyment and the best of luck in your Tale of Bravery.

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Overview

The British Isles are troubled. Some twenty years have gone by since the death of Arthur Pendragon. The kingdoms of Britain bicker and fight. At the same time, the isles are beset by fierce Viking raiders. Four adventurers will discover an ancient evil, and hopefully, through their bravery, be able to stop it.

A note on gender

Throughout this rulebook, we have chosen to refer to Players, Player characters, Retinue, Companions and Opponents as “she” or “her”. This is not meant to refer to the actual gender of that person.

Key concepts and capital letters

Some words in these rules are written with an initial capital letter. This is to emphasize that they are key concepts in the game. In the chapter “Key concepts” you will find the key concepts listed with brief descriptions.

How A Tale of Bravery is played

The object of the game is to experience a grand adventure along with your friends. The game will be played using the Questbooks, starting with Questbook 1. Each Questbook contains several Quests that you will play. You and your friends will make choices that affect the turn of events in the Quests. The game will instruct you on how and when it is time to build a Tactical map in the play area and fight battles. The game mechanics will let you play a truly cooperative game.

Who wins the game?

Each separate Quest in the game can be won, lost, or even forfeited or skipped.

The game is over when the final Quest in the game is ended. All Players will lose the game if one of the Player Characters should die or if they ever are in a situation where they are required to pay a sum of Pennies and are unable to pay.



Components

- ▶ 1 Rulebook
- ▶ 1 Questbook
- ▶ 1 poster map of mythic Britain
- ▶ 4 Player Character Characteristics sheets
- ▶ 4 Player Character Skill sheets
- ▶ 1 Campaign sheet
- ▶ 4 plastic hero figurines
- ▶ 12 Specialisation cards
- ▶ 7 Ability cards
- ▶ 44 Condition cards
- ▶ 61 Equipment cards
- ▶ 29 Magic Spell cards
- ▶ 30 Retinue cards
- ▶ 7 Companion cards
- ▶ 34 Opponent cards
- ▶ 1 Basic Behaviour card
- ▶ 3 Behaviour cards
- ▶ 16 Game Board tiles
- ▶ 15 6-sided dice
- ▶ 24 Health Tokens
- ▶ 24 Bravery Tokens
- ▶ 8 Hand markers
- ▶ 12 Backpack markers
- ▶ 4 Armour markers
- ▶ 2 map markers
- ▶ 13 Burning Fire and Flooding markers
- ▶ 64 cardboard Opponents and Companions
- ▶ 20 plastic stands for Opponents and Companions
- ▶ 20 “1” Pennies
- ▶ 22 “5” Pennies

Component descriptions

The Player Character Sheets

These are the Player Character Characteristics sheet and the Player Character Skill sheet. One of each for every Player Character. They are placed adjacent to each other and define the Player Character. Together they are referred to as the Player Character Sheets.

The values on the Player Character Sheets will change during the game. Use a pencil, and jot down any changes in Characteristics or Skill Levels.

The Player Character Characteristics sheet

The Player Character Characteristics sheet defines the Characteristics and the Derived Characteristics of the Player Character.

The Player Character Skill sheet

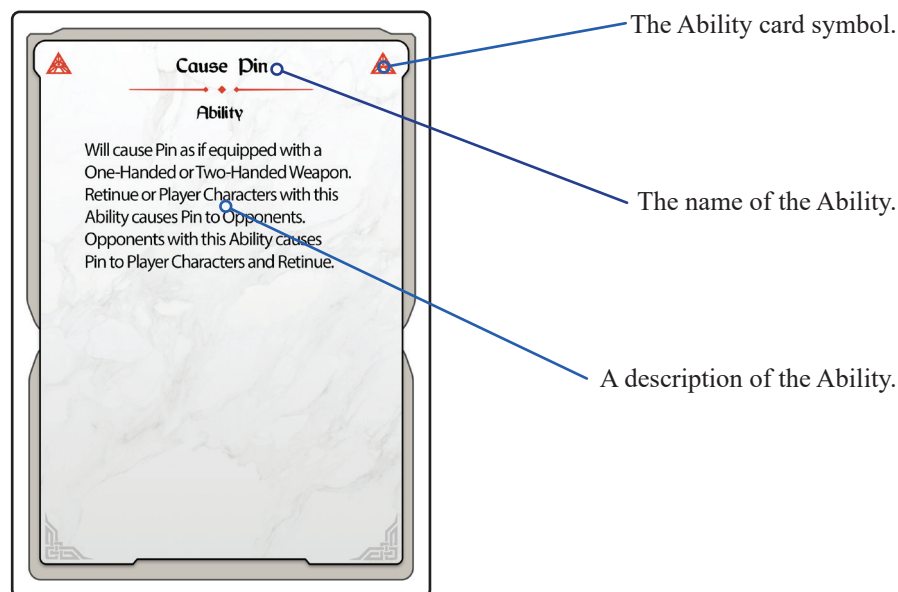
The Player Character Skill Sheet defines the Skills and Skill Levels the Player Character has.

The Campaign sheet

The A Tale of Bravery game is played out as a series of Quests. Even though each Quest takes about 1 hour to play, finishing the game will take about 35 hours. You will not be able to play through it in a single sitting. The Campaign sheet is used to note the status of your Player Character as a sort of save game between play sessions.

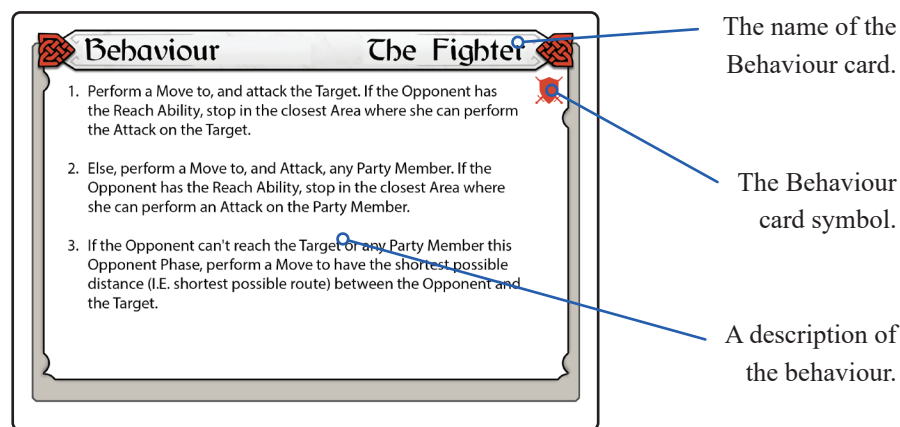
The cards

Ability cards



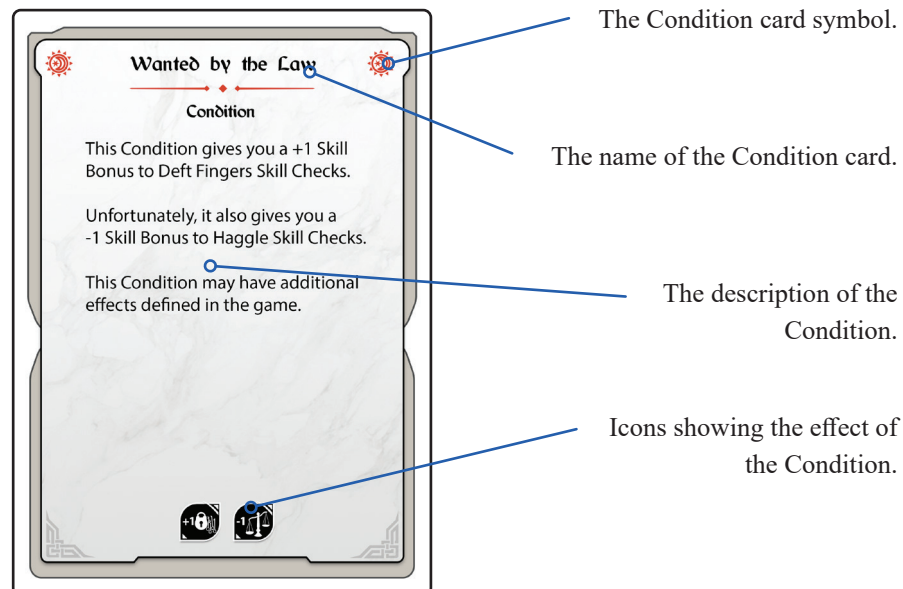
These cards describe different effects that apply to an Opponent or Player Character due to cards carried or different game effects. The Ability card is placed next to the relevant Opponent or Player Character sheet. All Ability cards have a small symbol that indicates that they are Ability cards.

Behaviour cards



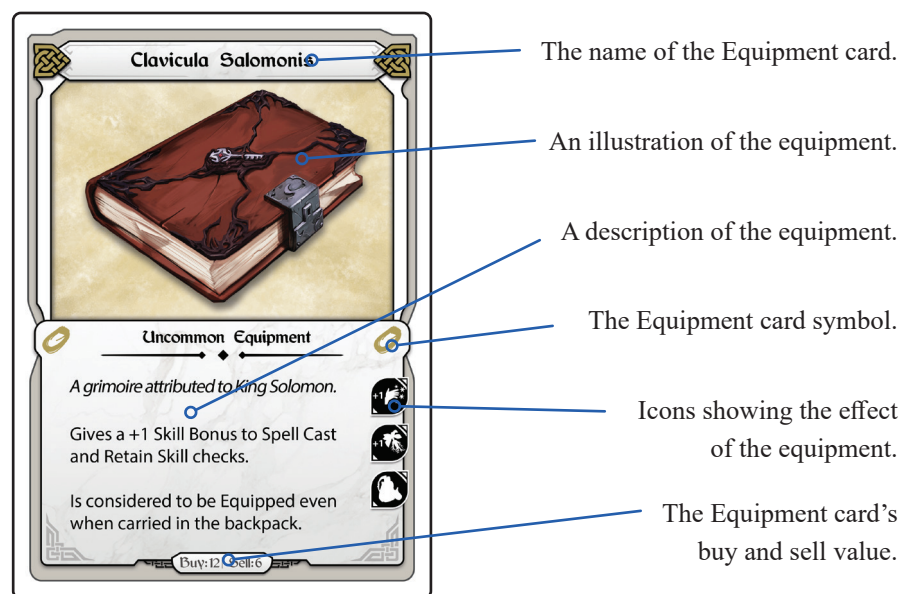
These describe how Opponents behave in combat. Each Opponent has a specific Behaviour card listed. Behaviour cards are placed in the play area for common reference. In addition to the type-specific Behaviour cards, there is also a Basic Behaviour card that describes how Opponents will act in battle. All Behaviour cards have a small symbol that indicates that they are Behaviour cards.

Condition cards



These cards describe circumstances that affect Equipment, Companions, Player Characters or the Party as a whole. They are placed next to the Equipment card, Companion card or Player Character sheets that are affected. All Condition cards have a small symbol to indicate that they are Condition cards.

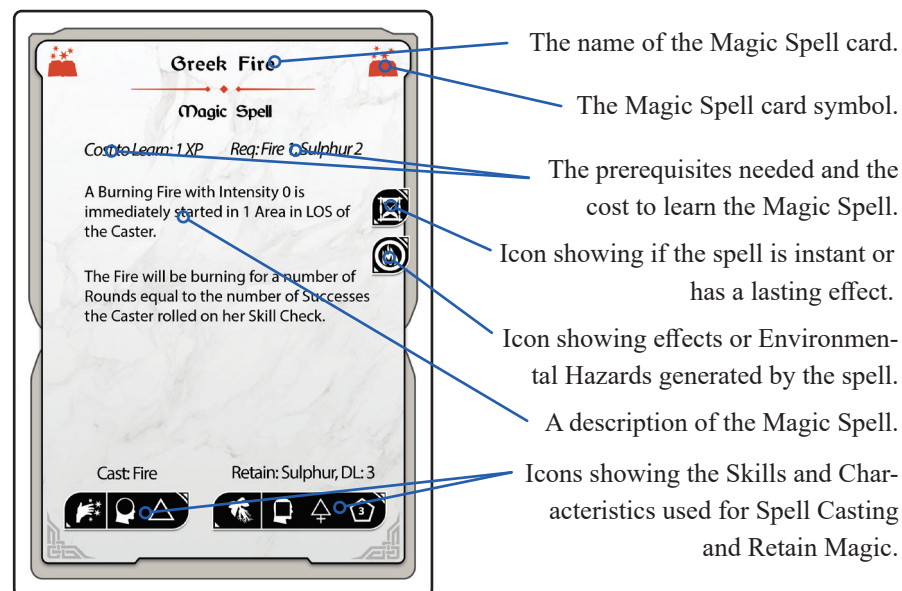
Equipment cards



These cards describe the equipment used by Player Characters, Companions or Opponents. Equipment cards are placed next to the Character sheets of the Player Character carrying the equipment. There are several types of Equipment cards.

They can be Common Equipment, Uncommon Equipment, Unique Equipment or Quest Equipment. Each card will list what kind of Equipment card they are. All Equipment cards have symbols that indicate that they are Equipment cards and if it is an Armour, a One-Handed- Two-Handed- or ranged weapon.

Magic Spell cards



The name of the Magic Spell card.

The Magic Spell card symbol.

The prerequisites needed and the cost to learn the Magic Spell.

Icon showing if the spell is instant or has a lasting effect.

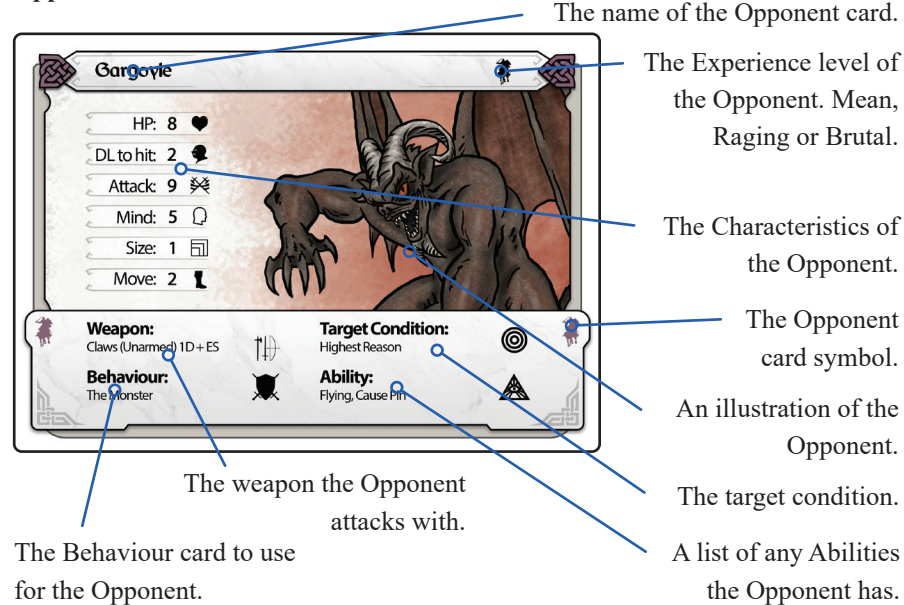
Icon showing effects or Environmental Hazards generated by the spell.

A description of the Magic Spell.

Icons showing the Skills and Characteristics used for Spell Casting and Retain Magic.

The Magic Spell cards describe how the spell listed on each card works. Magic Spell cards are placed next to the Player Character sheets. All Magic Spell cards have a small symbol indicating that they are a Magic Spell.

Opponent cards



The name of the Opponent card.

The Experience level of the Opponent. Mean, Raging or Brutal.

The Characteristics of the Opponent.

The Opponent card symbol.

An illustration of the Opponent.

The target condition.

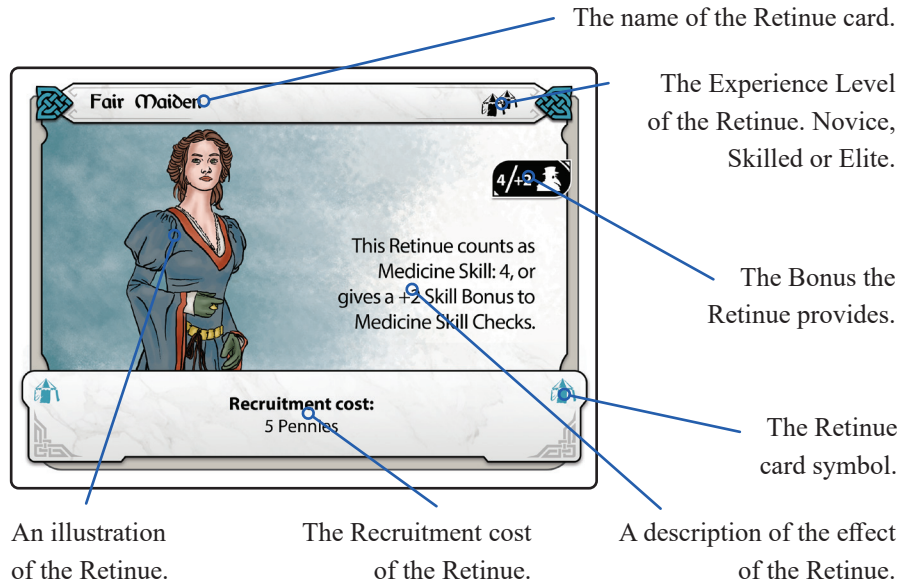
A list of any Abilities the Opponent has.

The weapon the Opponent attacks with.

The Behaviour card to use for the Opponent.

These contain descriptions of Opponents. They detail their abilities and their Behaviour in a battle. They are placed in the play area for common reference. Each Opponent card has a specified Experience Level, that indicates how powerful it is. There are three Experience Levels for Opponents, Mean, Raging and Brutal. The higher the Experience Level, the more dangerous the Opponent. All Opponent cards have a small symbol that indicates that they are Opponent cards.

Retinue cards



The name of the Retinue card.

The Experience Level of the Retinue. Novice, Skilled or Elite.

The Bonus the Retinue provides.

The Retinue card symbol.

An illustration of the Retinue.

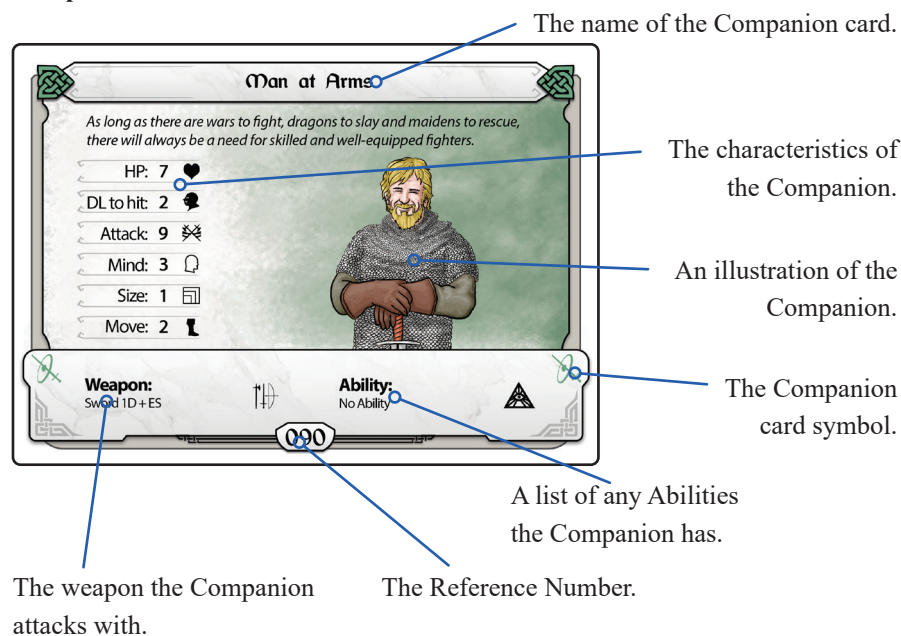
The Recruitment cost of the Retinue.

A description of the effect of the Retinue.

Retinue cards represent the followers travelling with the Player Characters. They all give the Player Characters a Bonus to one or more Skills. A Player Character may never have more than 1 Retinue.

Each Retinue card has a specified Experience Level, which indicates how powerful it is. There are three Experience Levels for Retinues, Novice, Skilled and Elite. The Retinue is more powerful and knowledgeable at higher Experience Levels. All Retinue cards have a small symbol indicating that they are Retinue cards.

Companion cards



The name of the Companion card.

The characteristics of the Companion.

An illustration of the Companion.

The Companion card symbol.

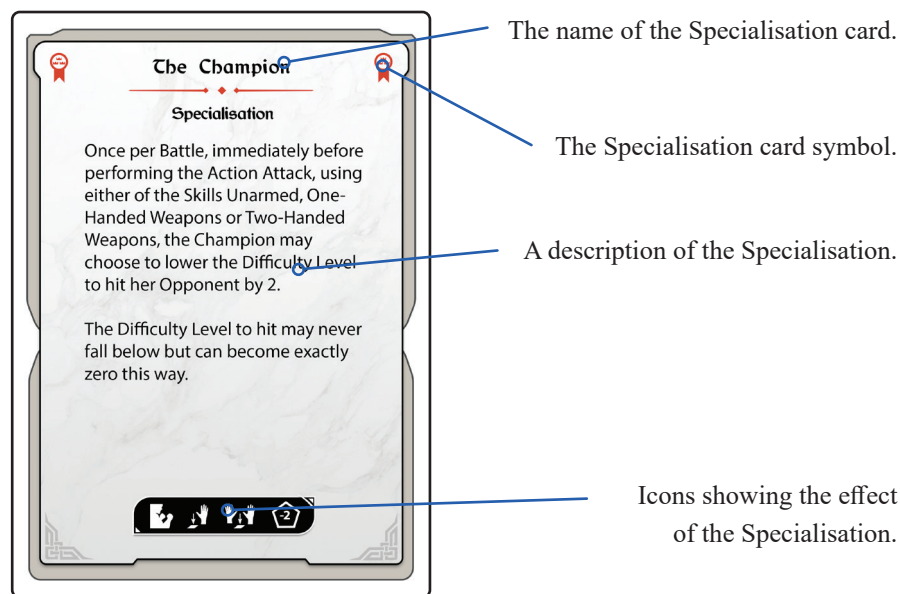
A list of any Abilities the Companion has.

The weapon the Companion attacks with.

The Reference Number.

These cards describe the helpers of the Player Characters. A Companion card always "belongs" to a Player Character in the Party. If not specified by the game, the Players will assign the Companion card to a Player Character in the Party. Companion cards are placed next to the Player Character Sheets. All Companion cards have a small symbol indicating that they are Companion cards.

Specialisation cards



These cards describe the effects of the Player Character's chosen Specialisation. The card is placed next to the Player Character's Character sheets. All Specialisation cards have a small symbol to indicate that they are Specialisation cards.

Game setup

1. Find a gaming area roughly the size of a dinner table to play the game on.
2. Make sure you have pencils and erasers available.
3. Take turns picking a Player Character Characteristics sheet and the corresponding Player Character Skill sheet. If you are fewer than four Players, someone will be playing more than one Player Character.
4. Place the Player Character sheets in the gaming area. Place the Player Character Characteristics sheet with the side marked "Wounded" face down.
5. Add any Equipment or Magic Spell cards as specified by the Player Character sheets.
6. Pick one of the Specialisations available for each Player Character.
7. Add any Equipment, Retinue, Condition, Ability or Magic Spell cards as listed on the Player Character sheet or instructed by the chosen Specialisation.
8. Add markers equal to the number of Hit Points listed on each Player Character Characteristics sheet.
9. Place three Backpack markers, two Hand Markers and one Armour marker near each of the Player Character sheets. Put the markers on the Equipment cards Equipped, worn as Armour or carried in the backpack.
10. Place 20 Pennies on the table. This is your Partys Wealth.
11. Separate the rest of the cards into separate piles for each kind of card.
12. Place the rest of the tokens, dice, Game Board tiles, opponent's punch-out figures (and plastic feet for them) and cards where you can comfortably access them during gameplay.
13. Place the Questbook in the play area and pick one player to start reading from it.

Don't worry if there seem to be a lot of cards and tokens to manage. You will find that ultimately you will only need to consider the cards and tokens on your Player Character.

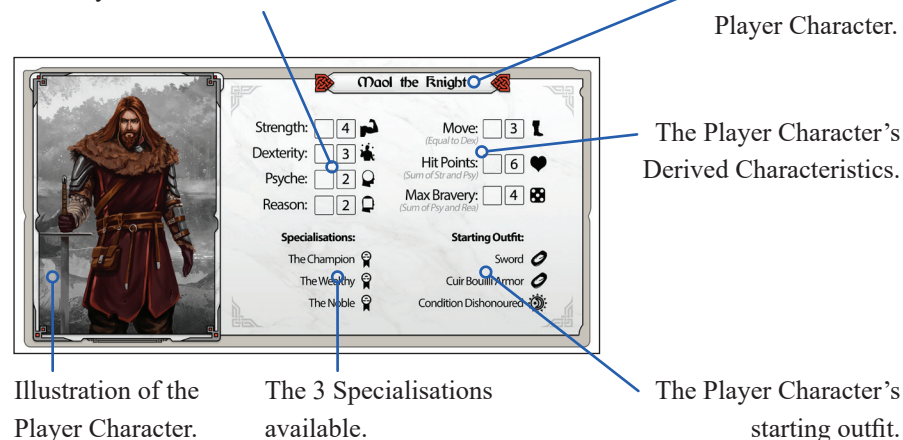
The Party

The four Player Characters, their Retinue and any Companions added through events in a Quest or during a Battle or Brawl is referred to as the Party in these rules and the game.

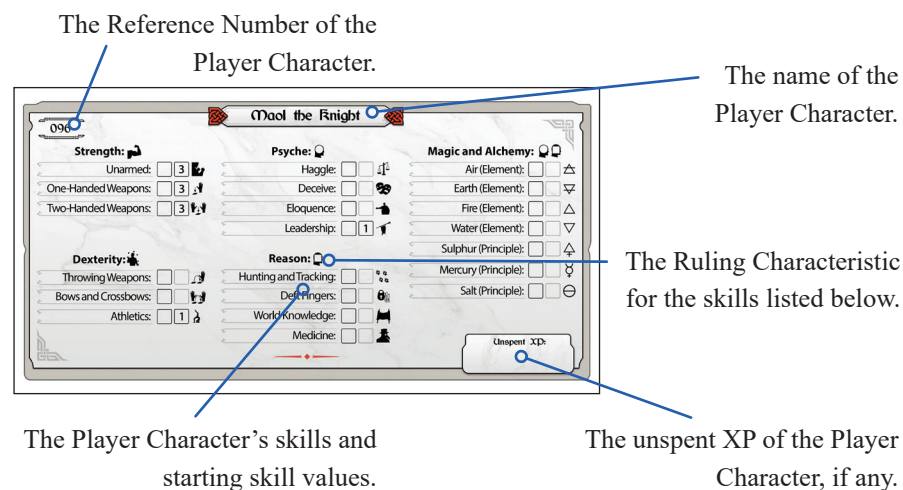
The Player Character sheets

The Anatomy of the Player Character Characteristics sheet

The Player Character's Characteristics.



The Anatomy of the Player Character Skill sheet



Player Character Characteristics

Each Player Character has 4 Characteristics that define her. Each Characteristic has a value between 1 and 6 where 1 is the weakest and 6 very good.

Strength: (STR) A measure of physical strength and fitness. It affects close combat skills

Dexterity: (DEX) A measure of bodily coordination and fine motor ability. It affects ranged combat skills and Athletics.

Psyche: (PSY) A measure of the strength of mind, magical affinity and charisma of the Player Character. It affects skills that influence other people, such as Haggle and Leadership.



Reason: (REA) A measure of the Player Character's capacity to make sense of the world around her. It affects skills that require logic and quick thinking.

Derived Characteristics

The Character Characteristics sheet also has four Derived Characteristics. These are values calculated in different ways from the Player Character Characteristics.



Move: All Player Characters have Move equal to their Dexterity.



Hit Points: (HP) The sum of Strength and Psyche.



Maximum Bravery: The maximum number of Bravery Tokens that the character can carry. The sum of Reason and Psyche.



Armour: The armour the Player Character is wearing. The sum of the protection from different kinds of armour and other modifications is the Player Character Difficulty Level (DL) to hit. Armour is a Derived Characteristic, but it is not listed on the Character Characteristics sheet. Instead, it is calculated from the Equipment cards in play. A player Character without any kind of protection in the game from equipment or spells is considered to have a DL to hit 0.

Choosing a specialization

When the player chooses a Player Character at the start of the game, she must also pick a Specialisation for the Player Character. There are three Specialisations available to every Player Character. The two specialisations not chosen will not be used in the game. Each Specialisation allows for a certain playstyle.

Each Specialisation card contains information on how that Specialisation is used in the game.

Skills and Ruling Characteristics

Every skill is coupled with a Ruling Characteristic. This is the Characteristic that is added to the Skill Level when calculating the Player Character's Total Skill. Skill Checks are performed based on this total. The higher the Total Skill the better the chances of success.

At the beginning of the game, skills have a Skill Level of "nothing" or a value between 1 to 3. Skill Levels give a bonus on the chance of succeeding with a Skill Check. Over time, Players will be able to spend Experience Points to increase the Skill Levels of their Player Character's skills. The maximum allowed Skill Level is 9.

Strength:



Unarmed: Used in Brawls or Battles when fighting with your bare fists.



One-Handed Weapons: Used to fight with one-handed close combat weapons like swords and clubs.



Two-Handed Weapons: Used to fight with two-handed close combat weapons like spears and halberds.

Dexterity:



Throwing Weapons: Used to fight with throwing weapons such as a thrown spear or throwing knives.



Bows and Crossbows: Used to fight with ranged weapons like bows or crossbows.



Athletics: Used to climb high walls, make wide jumps or move about unheard or seen.

Psyche:



Haggle: Used to purchase items at a better price than the one listed on the Equipment Card.



Deceive: Used to lie, cheat or otherwise bend the truth to your advantage.



Eloquence: Used to bring people around to your point of view.



Leadership: Used to lead in battle and acquire Bravery Tokens.

Reason:



Hunting and Tracking: Used to find your way in rural areas and also hunt for food.



Deft Fingers: Used when the mind needs to be as quick as the fingers, for instance when you snatch up items or pick locks without being spotted.



World Knowledge: Used to search your memory or your books, on flora, fauna and history of the world.



Medicine: Used to heal the other Player Characters in the Party.

Psyche and Reason

These are connected to skills concerning Magic and Alchemy. There are several skills used when casting a magic spell and also when making sure that the caster can cast the spell again before performing a Recuperate action. See the section on Magic and Alchemy for detailed rules.

Hit Points

Each Player Character has Hit Points equal to the sum of their Strength and Psyche. Every time a Player Character is hurt, a certain amount of those Hit Points are removed. When all her Hit Points have been removed, she is Wounded. Any overshooting points of damage are lost. Being Wounded means that the Player playing the Player Character must flip the Player Character Characteristics sheet to the Wounded side face up. This changes the Characteristic values of the Player Character and lists any additional limitations that may apply.

As soon as the wounded side of the Player Character sheet is page up, it will show how many Hit Points to add to it. These too will be removed when the Player

Character is hurt. Once all the remaining Hit Points are lost, she is removed from the Tactical map. She has lost consciousness and may die depending on the outcome of the Battle.

Any Player Character eliminated in this way will return to the game immediately after the Battle or Brawl is over. The Player must then keep the Player Character Characteristics sheet with the Wounded side face up. The Player Character will have 1 single Hit Point left until she is healed.

Companions and Opponents also have a Hit Point value. They take damage in the same way that Player Characters do, but they are immediately removed from the Battle or Brawl if the HP value is reduced to zero. Companions and Opponents do not need to heal their injuries as the Player Characters do. They are immediately fully recovered after a Battle or Brawl, with the HP value set to maximum once the Battle is over.

Wealth

The game will start with the Party having 20 Pennies. This is their Wealth. Some Specialisations may raise Wealth at the start of the game. The Player Characters are pooling their resources and therefore they do not have individual money pouches. All costs for the party are deducted from the Wealth.

During the game, you will use this to pay for Upkeep which allows you to purchase Equipment cards, hire Retinue and Recuperate. You usually earn Pennies through the events in your Quests. Earned Pennies are added to the Wealth.

The game is over if you ever are in a situation where you are required to pay a sum of Pennies and do not have that amount. The Party will have run out of funds to finance their adventures and your Player Characters will disband.

Please note that the Party can continue even if their Wealth is exactly 0 Pennies. They will then stand on the brink of ruin but have no unpaid debts.

Equipment and carrying capacity

Equipment is represented by Equipment cards.

Players indicate that their Player Character is carrying an Equipment card by placing it next to the Character Sheets in the play area. A Hand-, Armour- or Backpack marker is then placed on them to indicate where the Equipment is being carried or held. The Equipment cards may give Conditions and Abilities to the Player Character who carries or equips it.

Equipment cards are either placed in the Player Character's backpack or Equipped in one or both of her hands or Equipped as the Player Character's Armour. Equipment cards are considered Equipped if one or both Hand markers are placed on the card, or if the Armour marker is placed on it. Equipment cards will indicate how many hand markers need to be placed on them to have the card equipped. Equipment is carried in the backpack and unequipped if one of the three Backpack markers is placed on the card. Some Equipment cards count as Equipped even when carried in the backpack.

A Player Character may not carry more than 3 Equipment cards in her backpack. She may only carry further Equipment cards in her hands (this is usually a weapon or shield) or wear it as Equipped armour. All excess cards must immediately be

returned to their respective card piles. There may be game effects that allow Player Characters to carry more than 3 Equipment cards in their backpack. Quest Equipment cards do not count towards the total of the carried Equipment cards and must not be returned to their pile unless the text in the Questbook instructs you to do so.

Every time a Player Character receives any Equipment cards, for example by picking them up from the ground during a Battle, she has the opportunity to re-organize and re-distribute her equipment. That is, decide what the character carries in her hands, what armour should be worn and what is kept in the backpack.

Please note that the Player Characters may not exchange Equipment cards with each other unless they do so using the Hand-Over/Take Action in a Fight, or during a Recuperate, Trade or Recruit Action. See the rules for Upkeep Actions.

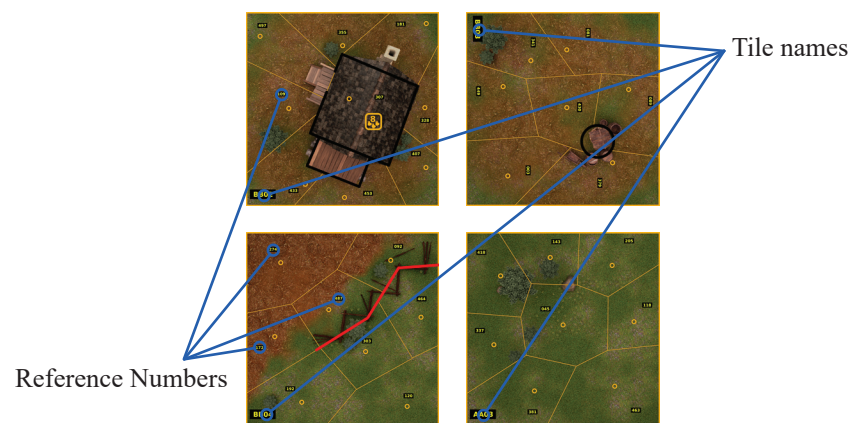
The Questbooks

Throughout the A Tale of Bravery game, you will be using the Questbooks to collectively experience Quests. Start reading the introduction and Section Number 001. Flip to the listed Section Number when instructed to do so. Some sections will allow you to choose which Section Number to flip to, depending on your actions.

You and the friends you play with will make choices that affect your Player Characters and the world they live in. Whenever there is a Battle or Brawl, the Questbook will instruct you to set up the Tactical map.

The Tactical map

The Tactical map is created by placing Game Board tiles in the play area. The Tactical map is used to play out Battles or Brawls and is set up differently every time. Read more about Battles and Brawls later in the rules.



Each Game Board tile is marked with two letters and a number. Each Game Board Tile also has several Areas. Each Area has a Reference Number. This is used to calculate the Opponents movements. The colour of the borderlines of the Area defines if a Player Character may enter the Area or not. Each Area will also have a small circle drawn on them. This is used to determine Line of Sight (LOS). Read more about those concepts later in the rules.

Using the cards

Many abilities, knowledge, circumstances and possessions are represented in the game by the player placing one or more cards next to his Player Character or a suitable place in the play area. The cards contain descriptions of applicable rules, bonuses and effects. There are six types of cards.

Ability cards

Player Characters, Companions and Opponents may be assigned Ability Cards. They give the Player Character Abilities that affect the result of a Skill Check in different ways. There is no limit to how many Ability cards a Player Character may have.

Condition cards

During the game, player characters may be assigned one or more Conditions. When the game asks if any member of the Party has a certain Condition, the Players must follow the instructions given by the game. This may help or hinder the Player Character. There is no limit to how many Condition cards a Player Character may have.

Equipment cards

Equipment cards come in one of four categories: Common, Uncommon, Unique and Quest Equipment cards.

Common and Uncommon Equipment cards have a Buy and a Sell value specified on them. The Buy value is the number of Pennies that the Party must pay from their Wealth to acquire the Equipment card when performing a Trade Action. The Sell value is the number of Pennies that the sale of the Equipment card gives the Party's Wealth. The Buy and Sell value may be altered by different effects in the game.

Unique and Quest Equipment cards do not have any Buy and Sell values listed. They can neither be bought nor sold. They may only be handed to another Player Character or returned to the relevant pile of cards. Quest Equipment cards may only be returned to their pile when the game specifically instructs you to do so.

You may return any Equipment cards except Quest Equipment cards to their respective pile at any time between or during a Quest, as long as a Battle is not going on, and the Equipment card in question does not have any Conditions prohibiting this.



Magic Spell cards

There is no upper limit to how many Magic Spell cards a character may carry. Player Characters may only carry a specific Spell card if they live up to that card's Requirements and if they paid its Cost to Learn in Experience Points. Read more about these concepts in the Magic and Alchemy section of the rules.

Retinue cards

A Retinue will join the Party through a Player Character performing a Recruit Action. Recruiting a Retinue to the Party will cost the specific number of Pennies listed under Recruitment cost on each Retinue card. Each Retinue that joins the Party is assigned to one of the Player Characters. A Player Character may never have more than 1 Retinue. If another Retinue is acquired, the old one is removed from the Party or passed to another member of the Party. The Retinue belongs to the Player Character it is assigned to and will grant that Player Character a bonus on one or more Skills.

Each Retinue card provides a Skill Bonus. This is given to the Player Character it is attached to.

Every Retinue card has a specified Experience Level. There are three Experience Levels for Retinue cards, Novice, Skilled and Elite.

The number of Experience Points noted by you on the Power Chart will tell you when to switch to a more powerful Experience Level for the Retinue cards. At the beginning of the game, it is Novice. See the section on the Power Chart for more information.

Retinue does not participate in Battles or Brawls. Instead, they are assumed to be running and hiding or otherwise staying away for the duration of the fight. Its "owner" may still use any Skill Bonus, Equipment and other effects that the Retinue contributes with.

When a Retinue leaves the Party, for whatever reason, the Bonuses that Retinue has contributed will also immediately disappear.

Companion cards

A Companion may join the Party through events in a Quest or from the Players having their Player Characters use Magic to summon them. Like with Retinue, Companions are then attached to a specific Player Character. Companions stay attached to that specific Player Character until the Companion leaves the Party.

It is not permitted for any Player Character to take equipment, such as a weapon or shield, from a Companion unless it is explicitly stated on the Companion card that the Equipment card is available to the Player Characters.

Companions participate in Battles and Brawls. They have an Attack Value (AV) and the weapon or spell that they use is listed on their Companion card. The AV is the Total Skill a Companion uses for its attacks. A Companion can only attack with the weapon or spell specified on its Companion card.

All Companions also have a Difficulty Level to hit listed that indicates how well protected she is. She will also have a Mind value, which is used if and when she needs to resist a spell.

Finally, each Companion also has a value for Move, which is the number of squares she can move on her Turn in a Battle or Brawl, and a Size value that describes how large she is.

In a Battle or Brawl, figures for all Companions are placed on the Tactical map in the same square as the Player Characters. Each Companion is controlled by the Player of the Player Character to which they belong. During a Battle, they are treated more or less like any other Player Character, except that they can't pick up or carry Equipment cards. If their HP should get reduced to 0 (zero) or lower, they are immediately removed from the Battle. Companions summoned through Magic are destroyed and leave the Party. All other Companions stay in the Party but do not continue participating in the fight that knocked them out. They will return with full HP after the Battle or Brawl is over. They do not leave the Party until a Quest specifically instructs the Players to remove them.

When a Companion leaves the Party, for whatever reason, the Equipment, Abilities and all other game effects that the Companion has contributed will also disappear.

Opponent cards

Opponent cards describe the enemies, people, and monsters, that the Player Characters end up fighting in the game. Each Opponent card has a specified Experience Level, that indicates how dangerous it is. There are three Experience Levels for Opponents, Mean, Raging and Brutal.

The number of Experience Points you have noted on the Power Chart will tell you when to switch to a more powerful Experience Level for the Opponent cards. At the beginning of the game, it is Mean.

Opponents have a Hit Point value (HP) that indicates how much damage they can take before dying and a Difficulty Level to hit that indicates how hard they are to hit. An Opponent whose HP is reduced to 0 is removed from the game board. It has been rendered unable to fight and is probably, but not necessarily, dead.

Every Opponent has a Mind value, this is used when the Opponent tries to resist a spell.

Also, every Opponent has a value for Move, representing the number of Areas she can move on her Turn each Opponent Phase in a Battle. Finally, there is a Size value that describes how large she is.

Opponents also have an AV and at least one weapon or spell that they use listed on their Opponent card. The AV is the Total Skill the Opponent uses for its attacks, or Spell Casting if it is a spell. An Opponent may only attack with the weapons or spells specified on the Opponent card.



Each Opponent card has a Target Condition (TC), that determines which Party Member will be the target for this type of Opponent. If two or more Party Members fit the condition in the TC, the Opponent will target the one with the highest Reference Number.

Some Opponents have Abilities, such as Reach, Flying or Unpinnable. These are explained on their respective Ability cards.

During the setup of a Battle or Brawl, the Opponents are placed on the Tactical map according to the setup instructions. They will act during their Turn in each Opponent Phase and perform Actions according to their respective Behaviour card. These concepts are explained in more detail in the section on Battles and Brawls.

Opponents and the Conditions Cumbersome and No Casting

Opponents are not affected by the rules for Equipment and the Conditions Cumbersome and No Casting. In cases where they carry equipment that would have prevented a Player Character from casting spells, Opponents can still cast spells unhindered.

Managing bonuses from cards and Spells

Cards of the same type that give a bonus to the same Equipment card, Characteristic, Derived Characteristic or Skill (including Magic and Alchemy skills), may never be added together. The player must choose which of the card bonuses will apply. If any of the cards have a negative bonus (minus sign), the player must choose the card with the largest negative bonus.

On the other hand, if a Player Character has cards of different types that give a bonus to the same Characteristic, Derived Characteristic or Skill (including Magic and Alchemy skill), they are added together.

Also, whenever a Magic Spell is successfully cast on a Player Character, Companion or Opponent, that affects the same Skill or Characteristic as another Magic Spell that is already active. The old Magic Spell will automatically end and the new Magic Spell will take effect.

Please note that bonuses from Equipment cards that are Enchanted may be added to bonuses from Magic Spells without ending them. Strictly speaking, both bonuses are magical, but they come from cards of different types.

For example, if a Player Character has two Equipment cards that each give +1 Athletics skill, their bonuses will not be added together. The total bonus will only be +1. If a character has an Equipment card and a Condition Card that both give +1 to Athletics, they are added to a total bonus of +2 to Athletics.

Performing a Skill Check

When you perform a Skill Check you roll as many dice as your Total Skill.

Total Skill is the sum of the Ruling Characteristic plus the Skill Level plus any modifications and bonuses.

For example, Psyche is the Ruling Characteristic for the Leadership skill. Maol the Knight has Psyche 2 and his Leadership skill is 1. His Total Skill is 3. To perform a Skill Check for Leadership, the Player controlling him will roll 3 dice.

To be able to perform a Skill Check, you must meet the requirements set by the skill. For example, it is not possible to attack someone using the One-Handed Weapons skill if the Player Character does not have a one-handed weapon equipped.

If the Player Character doesn't have any Skill Level in a Skill she can't perform a Skill Check for that Skill.

Supporting Skill Checks

If several Player Characters have the same skill, they may help in trying to succeed with a Skill Check, this is called Supporting a Skill Check. Every time one or more Player Characters are helping each other to succeed with a Skill Check one of them will be designated to be the Primary Skill User. The players of the other Characters involved will perform Supporting Skill Checks that may produce a Bonus adding to the Primary Skill Users Total Skill. The Primary Skill User will then perform the actual Skill Check.

A Supporting Skill Check is just a regular Skill Roll at the same Difficulty as the one the Primary Skill User will be Performing a Skill Check against. If the Supporting Skill Check was a Success the Primary Skill User gains a +1 Bonus to her Skill Check. Note that ES does not generate any further Bonus to the Primary Skill User.

All Bonuses generated from Supporting Skill Rolls are added together and applied to the Primary Skill Users Total Skill. After that, the Skill Check can be performed normally by the player of the Primary Skill User. Supporting Skill Checks can not be used for Unarmed, One-Handed Weapons, Two-Handed Weapons, Throwing Weapons and Bows and Crossbows skills.

Difficulty Level

Some actions are easy and others are more difficult. All Skill Checks are performed and compared to a Difficulty Level (DL). The DL is usually a number between 0 and 7. The higher the number the more difficult it will be to succeed. You need to roll as many or more Successes as the specified Difficulty Level for the Skill Check to be successful.

In the Questbook, you will frequently be asked to perform Skill Checks for skills at certain Difficulties. These will be named Zero, Very Easy, Easy, Average, Hard or Very Hard. Use the Power Chart to find the actual DL number. See the section on the Power Chart for more information.

Successes

Every dice in a Skill Check that comes up with a 5 or 6 counts as one Success. The number of Successes measures how well the Skill Check went. If you rolled equal to, or more Successes than the DL you have succeeded in performing the Skill Check.

Excess Successes

Each Success above the Difficulty Level counts as an Excess Success (ES). They are sometimes used to measure extra positive outcomes, like causing extra damage to an Opponent. If the DL for a Skill Check is 3 and you rolled 4 Successes you will have rolled 1 ES.

Please note that if the DL is 0, it is an automatic Success and therefore each Success rolled on the Skill Check counts as an ES.

Open-Ended Successes

Only Player Characters may roll Open-Ended Successes. Opponents and Companions can roll Excess Successes, but never Open-Ended Successes. Each dice rolled for a Player Character that comes up a "6", counts not only as a Success but also as an Open-Ended Success. For each Open-Ended Success rolled, the player must roll an additional die.

There is no limit to how many dice can be added to the result of a Skill Check in this way. If the extra dice rolled comes up a "6", it too is an Open-Ended Success and the player may roll yet another die. The player continues to roll additional dice until no more dice come up with a "6".

Failures

When a Skill Check fails to roll the number of Successes needed to be successful it has failed. Sometimes it is necessary to see how badly it turned out. This is the opposite of Successes. The number of Failures is the number of dice in a failed Skill Check that has come up with a 1 or 2. The number of Failures shows the severity of the failed Skill Check.

The Power Chart

The Power Chart is a reference for you as a player. Based on how many Experience points (See the section on Experience points later in the rules) the Party has been awarded, the Power Chart will keep the game challenging throughout the whole A Tale of Bravery experience. It will tell you what DL each skill check will be performed at and it will tell you when it is time to switch from Novice Retinue to Skilled Retinue. Likewise, it will tell you when to switch from Mean to Raging Opponents.

		The Power Chart			
		Opponent- and Retinue level			
		Novice Retinue Mean Opponents 0 - 5 XP		Skilled Retinue Raging Opponents 6 - 10 XP	
XP:		□□□□□		□□□□□	
		0 - 5 XP		6 - 15 XP	
Difficulty Level (DL)	Zero	0		0	Zero
	Very Easy	0		1	Very Easy
	Easy	1		2	Easy
	Average	2		3	Average
	Hard	3		4	Hard
	Very Hard	4		5	Very Hard

Please note that Retinue already attached to a Player Character is not switched when the increase in Experience Level occurs. Retinue that is already in play stays with the Party until they are removed from the Party.

At the start of the game, each Player Character has 0 Experience points (XP). Each time the Party earns an XP you will check one box in the Power Chart starting with the boxes in the column for 0-5 XP. As long as the XP-boxes being checked are in the first column all Retinue will be Novice, all Opponents will be Mean and the DL for Average Difficulty is 2, Easy is 1, etc.

The moment you earn your 6th Experience Point you will shift to reading DL from the second column, the column for 6-10 XP. This also changes the challenges you will face in the game. You must immediately replace the Novice Retinue card pile with the Skilled Retinue card pile. At the same time switch the Opponent card pile from Mean to Raging. The DL for an Average Difficulty will from now on be 3, Easy will be 2, etc.

Bravery Tokens

Only Player Characters can have Bravery Tokens. Every Player Character has an upper limit on how many Bravery Tokens they may carry, that is Max Bravery.

A Player performing a Skill Check for a Player Character may spend that Player Character's Bravery Tokens to increase the number of Successes of the Skill Check. Each Bravery Token spent by the Player for the Player Character counts as an additional Success.

Bravery tokens may only be spent to gain Successes during a Skill or Characteristics Check. Bravery tokens may only be spent immediately after the number of Successes of a Skill Check has been determined, that is after all the dice have been cast. But they may not be added after the effect of a Skill Check has been determined.

For example, Bravery tokens may be spent to gain Excess Successes when attacking an Opponent with a sword, thus adding to the damage the attack will cause. They may not be added once the actual damage has been determined by rolling a die and adding the ES.

Only the Bravery Tokens from the Player Character performing the skill may be spent to gain additional Successes for that Skill Check. This means that the upper limit for how many Bravery Tokens may be spent on any one Skill Check is that Player Character's own Max Bravery.

The Player may always choose to save the Player Character's unspent Bravery tokens and use them later in the game.

Attacks, Armour and Difficulty Level to hit

Attacks work just like any other Skill Check. The attacker will hope to score as many or more Successes than the defender's Difficulty Level (DL) to hit. All attacks on a Player Character, Companion or Opponent that do not have any armour or shield equipped are at DL to hit 0. This means that the attack will automatically hit. In those cases, every single Success rolled counts as an Excess Success.

Armour is Equipped by placing an Armour marker on the Equipment card. Only one card may be Equipped as Armour this way at any one time. Shields are Equipped by placing one of the Hand markers on the Equipment card for the



shield. It is possible to equip two shields this way. Equipping armour or a shield raises the Player Characters DL to hit. Some Magic Spells may provide a further bonus on DL to hit. If so, this is stated in the Magic Spell's description.

A Player Character, Companion or Opponent may only benefit from the highest DL to hit or bonus of equipped shields and any Magic Spell effects. If any of the bonuses that apply happens to be negative, the negative bonus must be applied (see the section on bonuses).

Shields

Unless otherwise stated on the Equipment card for a shield, it will only provide a bonus to its wearer's DL to hit on the first attack in each Combat round. Shields do not add to their wearer's DL to hit for any attacks beyond the first in a Combat round. This rule also applies if the shield, for whatever reason, would provide a negative bonus, for example, if it is cursed. Please note that using a shield in a Battle is automatic and does not count as an Action.

Pinning

A Player Character, Companion or Opponent that is standing in the same Area on the Tactical map as an enemy that has a One-Handed or Two-Handed Weapon equipped, is considered to be Pinned. Enemies carrying Ranged weapons do not cause Pin. A Pinned Player Character, Companion or Opponent may only use the Actions Attack, using the Unarmed skill, a close combat weapon, or Cast a Magic Spell. She cannot leave the Area as long as she is Pinned.

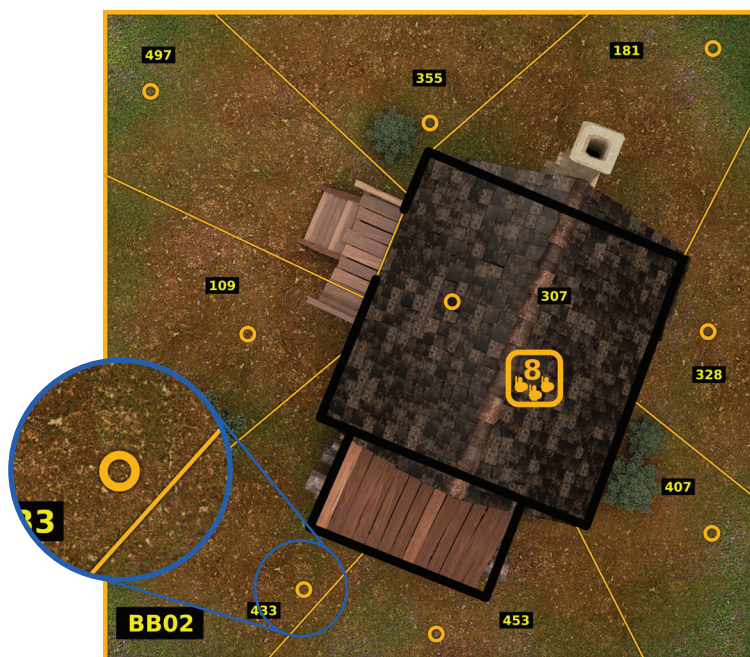
If the enemy moves away or is somehow removed from play, the Player Character, Companion or Opponent is immediately no longer Pinned and may act as normal on her Turn.

Any Player Character, Companion or Opponent that has a shield equipped that provides a shield bonus is never Pinned by One-Handed or Two-Handed Weapons. Please note that the shield may be a magical spell and as such not equipped in the hands. In other words, an Opponent, Companion or Player Character without a shield equipped will relatively easily “get stuck” on the Tactical map.

Characters, Companions and Opponents who are using the skill Unarmed or have Throwing Weapons, Bows or Crossbows equipped, don't cause Pinning on their enemies. Also, any magician without a weapon in hand counts as unarmed and therefore won't cause Pinning either.

Some Opponents and Companions may have the Ability Cause Pin, which allows them to cause pinning on all enemies in the same Area as themselves.

Please note that some Opponents or Companions also may have the Ability Unpinable. Meaning that they never count as Pinned.



Line of Sight and Range

All Areas on the Tactical map have a small circle drawn on them. This is the Line of Sight point. The Line of Sight point is not necessarily at the centre of the Area. There is a Line of Sight (LOS) if it is possible to draw a straight line from the Line of Sight point in the Area where the Attacker is standing to the Line of Sight point in the Area where the Target is standing without crossing or touching any line or markings on the Tactical map that blocks the Line of Sight.

Blocking LOS

Any thick black borderline on the Tactical map will block LOS. This is usually something solid like a wall, a tree, or a rock. Please note that red borderlines does not block LOS, they only block movement.

Opponents, Companions and other Player Characters also block LOS. If the line between the two Line of Sight points passes through any part of an Area where other Player Characters, Companions or Opponents are standing, LOS is blocked.

Any Player Characters, Companions or Opponents standing in the same Area as the Attacker or in the same Area as the Target do not block Line of Sight.

A Player Character, Companion or Opponent may fire a bow, use throwing weapons and cast magic spells provided that she has a Line of Sight between the Area the Attacker is standing in and the Area the Target is standing in. This is provided that the Target is within Range of the attack.



Range

Every ranged weapon has a Range specified on its Equipment card. This defines the maximum amount of Areas away that a Target may be to be attacked at all. The Range to the Target is calculated by counting the shortest possible path from the Area the Attacker is standing into the Area the Target is standing in. This works pretty much as if you were moving a Player Character across the Areas. When calculating Range, you may also “walk” across red borderlines, they hinder movement, but not LOS.

As long as the number of steps from the Area the Attacker is standing into the Area the Target is standing in is equal to or less than the Range listed for that weapon, the Attacker can perform the attack. Some attacks have an unlimited Range to anything within Line of Sight.

Please note that both Attacker and Target may stand within the same Area. If the Attacker is not Pinned, she may use ranged weapons at targets in the same Area as she is standing in.

Friendly fire with ranged weapons

If the Attacker picks a Target in an Area and fails with the Skill Check. Not only does she miss her target, but she may also accidentally hit any friendly figures in the same Area as the Target. If it is a Player Character or Companion that has missed, other Player Characters or Companions in the Target Area may get hit. If it was an Opponent that missed, other Opponents in the Targets Area may get hit.

To calculate if the friendly fire hit a friendly unit, you count the number of Failures. That is each dice that came up with a 1 or 2. The number of Failures is the severity of the “attack”. The attack is then performed in the same way as a regular attack, only counting Failures instead of Successes. If the number of Failures is unable to penetrate the DL to hit of the friendly target, nothing further happens. Otherwise, remove HP as per a regular attack. Randomly choose which Player Character, Opponent or Companion is attacked if there are several possible alternatives in the Targets Area. The Attacker herself is never hit by her ranged weapons.

If the Attacker has no allies in the Area where a failed attack against a Target took place the Friendly Fire does not occur and is ignored.

The maximum number of figures in an Area

Unless otherwise stated an unlimited number of figures may stand in the same Area on the Tactical map. Some rather cramped Areas have a maximum number listed on them. The sum of the Size values for all Characters, Companions and Opponents standing in the Areas may not exceed the specified maximum value.

Size value

All Opponents and Companions that can partake in a Battle or Brawl have a Size value indicated on their cards. That represents how many “people” they take up in terms of space. All humans, I.E. all Player Characters, have a Size value of 1.



If a Bear, with Size 2 should move into an Area that has max: 4 listed on it, there is only room left in the Area for additional Player Characters, Companions or Opponents up to a Size value of 2. Player Characters, Companions and Opponents may not enter an Area if their Size value added to the total amount of Size already standing in the Area would exceed the listed maximum allowed Size.

Attacking into and from an Area filled to the max

All Player Characters, Companions and Opponents standing in an Area next to an Area they can't get into due to their Size value, will be considered to have the Reach Ability for any attacks on Targets in that Area. Thus, it is possible to attack an Area that is filled to the max.

Any Player Characters, Companions or Opponents standing in an Area filled to the max is not considered to have the Ability Reach. It's too crowded for them.

The only exception to the rule is if a Player Character, Companion or Opponent is in an Area full to the max and is trying to attack someone in an adjacent Area that is also full to the max. In that case, she also gets the Ability Reach for that attack.

Ranged weapons may attack as normal. It is only possible to use a ranged weapon from an Area that is filled to the max provided that the Attacker is not Pinned.

Battles and Brawls

Armed conflict in A Tale of Bravery is managed on the Tactical map. The Players will be instructed by the Questbook to place a set of Game Board tiles in the play area. This is the Tactical map. On this, they will use their figurines and the figures to represent their Player Characters, Companions and Opponents in the fight.

There are two kinds of combats in A Tale of Bravery. Battles, where the participants are trying to kill each other, and Brawls, where the participants are only trying to knock each other senseless.

Setup of Battles and Brawls

Each Battle or Brawl begins with setting up the play area and placing game components and figures according to the instructions given by the game.

Just before the first Combat Round, the Players may choose to re-arrange their Player Character's Equipment cards. They may not shift Equipment cards between Player Characters.

Also, before the first Combat Round, one Player must perform a Skill Check for her Player Character's Leadership skill against a DL of 1. Each Success and ES gets her a Bravery Token to distribute to any of the Player Characters in the party, including herself. The Player who performs the Skill Check may distribute these Bravery Tokens as she wishes. Bravery Tokens that are not spent during a Battle or Brawl are saved and can be used later in the game. If all Player Characters have reached their Max Bravery limit any remaining Bravery Tokens will be lost.

These are the steps you go through to set up a Battle or Brawl:

1. Place the game board tiles to set up the Tactical map.
2. Shuffle the relevant decks of cards (if any).
3. Place markers for loot and other items.

4. Place the figurines for the Player Characters and the figures for the Companions and Opponents.
5. You may re-organize the Equipment cards for each Player Character.
6. Perform a Skill Check for one Player Character's Leadership skill. Hand out any resulting Bravery tokens.

Combat Rounds

Both Battles and Brawls are played using Combat Rounds. Each Combat Round consists of three Phases. A Player Phase, an Opponent Phase and an Environmental hazards Phase. The Player and Opponent phases consist of several Turns. There is one Turn for each Player Character and Companion in the Player Phase and one for each Opponent in the Opponent Phase. During her Turn, each Player Character, Companion or Opponent, may perform one Action and one Move. Once all Turns are done the phase ends.

During the Environmental hazards Phase Burning Fires and Floods (see the section on Environmental hazards) may spread. If there are no Environmental hazards present in the Battle, the Environmental hazards Phase is skipped.

Once all three phases have ended, the Combat Round is over and the next Combat Round starts. A new Player Phase is played out, followed by a new Opponent Phase and an Environmental hazards Phase. Then the next Combat round starts. And so on.

The Combat Round

1. The Player Phase
 - Each Player Character's Turn (including her Companion's Turns)
2. The Opponent Phase
 - Each Opponent's Turn
3. The Environmental hazards Phase
 - 3.a Burning Fire spreads, if it is present in the Battle.
 - 3.b Flooding spreads, if it is present in the Battle.

The Player Phase

During their Turn, Player Characters and Companions may perform one Action and one Move. An Action may consist of performing an attack, casting a spell or using a skill, picking up an Equipment card, etc. The available Actions are described in the section on Actions later in this rulebook.

The Players decide the order in which their Player Characters perform their Action and Move. If the Players are unable to agree on the order, the Player whose Player Character has the highest Reference Number will have the final say.

Each Player Character must finish her Move and Action before it is the next Player Character's Turn. Companions perform their Turns just like any other Player Character, with a Move and an Action, but they take their Turn immediately before or after the Turn of the Player Character they are attached to. The Player decides what the Companions do during their Turn, and if the Companion will take her Turn immediately before or after the Player Character.

The Opponent Phase

Just like Player Characters and Companions, each Opponent will take a turn to perform a Move and an Action.

The Players decide in what order the Opponents take their turns. Exactly what the Opponent will do is described in the Behaviour card for that Opponent.

Behaviour cards for Opponents

Each Opponent has a listed Behaviour. This is a reference to a specific Behaviour card, such as The Fighter or The Magician. Behaviour cards contain step-by-step instructions for how Opponents with that Behaviour card will act during their Turn in the Opponent Phase.

There is also a Behaviour card named Basic Behaviour, this card has instructions for how Opponents solve issues. For example, how an Opponent picks one of two equivalent Targets or how an Opponent picks one of two equivalent routes to his Target, etc.

Target Conditions

Each Opponent card has a Target Condition (TC). It determines which Party Member will be the target for this type of Opponent. Target Conditions are only applicable to Party Members who are capable of meeting the condition set.

For example, if a Target Condition is "Attack the Party Member with the least number of Bravery Tokens", then only Player Characters may be targeted because they are the only ones that can have any Bravery Tokens in the first place.

If several targets fulfil the Opponent's TC, the target becomes the one with the highest Reference Number.

Movement

During her Turn, each Player Character, Companion and Opponent that is not Pinned may perform a Move. This means moving up to as many Areas on the Tactical map as her Move score.

Player Characters may freely move through and/or stop on Areas that contain other Party Members as long as doing so doesn't violate the maximum number of size that may stand on an Area. Player Characters that step into an Area containing an Opponent must immediately end her Move, regardless if the Opponent causes Pin or not. Likewise, Opponents may move freely through squares with other Opponents and must end their Move if they step into an Area containing a Party Member. This is referred to as Breaking a Move. Please note that Breaking a Move will affect all Opponents or Party Members, even those with the Ability Unpinnable.

Each Area on the Tactical Map has a borderline that is either black, red, or white. The colour of the line describes whether Player Characters, Companion or Opponents may move into the Area from that direction or not.

Orange borderlines

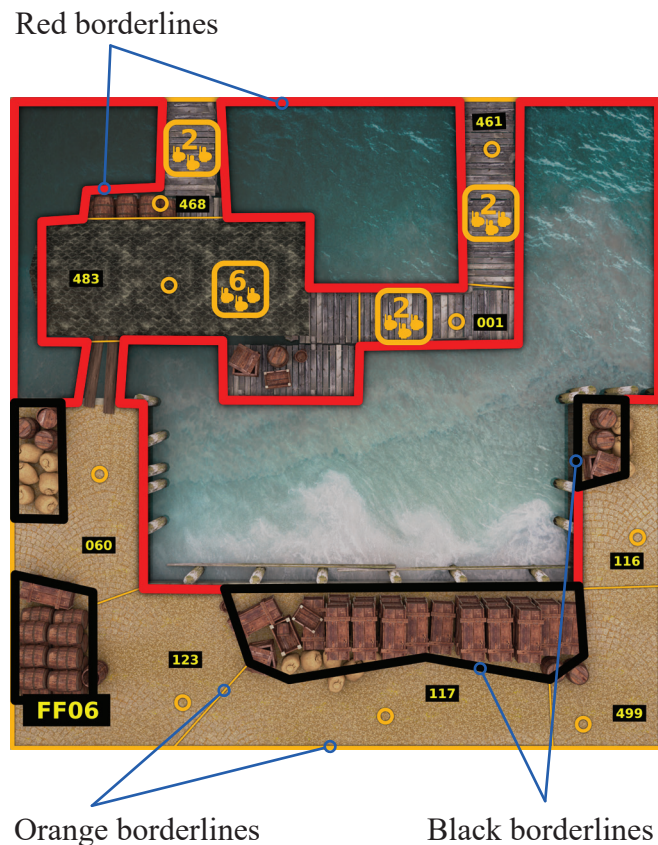
Movement may only take place across orange border lines, from one Area adjacent to another Area. It is not permitted to move diagonally through a corner.

Black borderlines

These blocks Line of Sight, movement and attacks across the borderline.

Red borderlines

These do not block Line of Sight, but they block movement. Ranged attacks may be performed across red borderlines. They will block attacks using the Reach Ability.



Actions

These are the Actions that each Player Character, Companion and Opponent may perform during their Turn. A Player Character, Companion or Opponent may only perform an Action immediately before or after her Move. This means that a Move can't be interrupted by an Action and then continued.

Attack

This Action is an attempt to hit an enemy and cause damage to it. This Action may be performed as a close combat attack or as a ranged attack. The Difficulty Level (DL) for an attack is the sum of the DL to hit that the target's armour gives plus the DL bonus given by shields, and any other modifications. The attacker must score as many or more Successes as the target's DL to hit.

All weapons have a Damage Value (DV) that shows how many Hit Points a successful attack will cause to the defender that is hit. For example, a sword causes damage equal to 1 die plus the number of Excess Successes.

Unarmed attacks

Performing an unarmed attack works just like attacks with weapons. An unarmed attack causes 1 HP of damage plus 1 HP of damage for each ES. Unarmed attacks do not cause Pin, unless the Attacker has the Cause Pin Ability.

Some Companions and Opponents attack with claws, bites or other weapons that count as Unarmed (this is indicated on the Opponent or Companion card). These types of attacks may do damage like regular weapons even though they count as unarmed attacks.

Cast a Magic Spell

This action works much like the Action Attack. A Player Character with the Condition No Casting is not allowed to perform this Action. Immediately after the Player has performed the Skill Check for Casting the spell, she must also perform a Skill Check for Retain Magic for that Spell. This is specified on the Magic Spell Card and described in the section Magic and Alchemy. This Action does not cause Pin unless the Magic Spell itself causes Pin.

Drop equipment

This Action doesn't count as an Action. It is "free". Any Player Character may drop Equipment cards on the ground in the same Area where the Player Character is standing. It does not "cost" an Action to drop any number of Equipment cards in this manner. Please note that, like other Actions, dropping equipment may only be performed immediately before or after a Move.

Equipment dropped but not picked up at the end of a Battle or Brawl may be returned to any Player Character in the Party if the fight was won. Equipment dropped but not picked up is lost and returned to the appropriate Equipment card pile if the fight was lost.

Do nothing

Meaning that the Player Character doesn't perform an Action on her Turn.

Equip/Unequip cards

As an Action during her Turn, a Player Character may unequip any number of Equipment cards and equip any number of Equipment cards carried in the Backpack. This Action most often involves shifting between equipping a close combat weapon and a ranged weapon.

Please note that if the action of Equip/Unequip cards is performed as part of the Action Pick up Equipment cards it is included in that action and "free".

Hand-Over/Take

As an Action, a Player Character can hand over or take any number of Equipment Cards to/from another Player Character. She may not perform the Hand-Over/Take Action on a Companion, Opponent or unwilling Player Character. Only the Player Character performing the Hand-Over/Take Action is spending an Action.

When one Player Character performs this Action on another, both Player Characters may choose to immediately and without spending an Action perform the Action Equip/Unequip cards. Both Player Characters may also freely drop any Equipment cards in the Square they are standing in. At the end of the Turn, they may not have more than three Equipment cards in each backpack and whatever they have equipped in their hands and their armour. Both Players may choose to have their Player Characters perform all or just parts of this.

Perform a Skill Check

Sometimes a Player Character will need to perform a Skill Check during her Turn to achieve an objective in the game. The circumstances surrounding this will be specified during the setup of the Battle or Brawl.

Pick up Equipment cards

As an Action, a Player Character may pick up any number of Equipment cards from the Area she is standing in. The Player may then choose to immediately and without spending an Action perform the Action Equip/Unequip cards. Please note that at that point any number of the Equipment cards picked up or carried may be Equipped. A Player Character may also freely drop any Equipment cards in the Area she is standing in. At the end of her Turn, she may not have more than three Equipment cards in her backpack and whatever she has equipped in her hands and as armour. A Player may choose to have the Player Character perform all or just parts of this as one Action.

Please note that Companions or Opponents can't perform this Action.

Prepare to Attack

As an Action, Players may choose to have their Player Characters prepare to make a particularly powerful attack. This means that they will take extra time to prepare and take careful aim before launching the attack.

Only Player Characters may perform a Prepare to Attack action. The Turn that the Player Character performs this Action she may not move more than 1 Area during the Combat round. In return, the Player Character gets a +2 Skill Bonus on the Skill Roll for her next attack.

To benefit from the bonus that Prepare to Attack generates, her Action in the next Combat Round must be either a further Prepare to Attack Action or an Attack. The total attack bonus is used for this attack.

A Player Character may continue to perform the Prepare to Attack ac-



tion several rounds in a row, thus adding additional bonuses to their next attack. For example, after 3 rounds of performing the Prepare to Attack action, the Skill Bonus for the Player Character's next attack will be +6. A Player Character may perform the Action Prepare to Attack as many Combat rounds in a row as her Psyche value.

Prepare to Cast

As an Action, Players may choose to have their Player Characters prepare for an extra-long time to cast a more potent spell. This means that she takes the time to get in the right mood, performs preparatory rituals extra carefully and perhaps throws a glance in her Grimoire to double-check the magic formula.

Only Player Characters may perform a Prepare to Cast action. The Turn that the Player Character performs a Prepare to Cast she may not move more than 1 Area during the Combat round. In return, the Player Character gets a +2 Skill Bonus on the next Skill Check to either Cast Magic or Retain Magic for the spell.

To benefit from the bonus that Prepare to Cast generates, her Action in the next Combat Round must be either a further Prepare to Cast Action, or the Action Cast a Magic Spell.

If a Player Character continues to perform Prepare to Cast on her Turn for several Combat rounds in a row, she will add additional bonuses to her next attempt at casting a Spell. For example, after 3 rounds of Prepare to Cast, the Skill Bonus is up to +6. A Player Character may perform the Action Prepare to Cast as many Combat rounds in a row as her Psyche value.

The Player Character must choose to either place all the accumulated Skill Bonus on casting the Magic Spell or on Retain Magic for the spell. The accumulated bonus may not be split between casting and retaining Magic. It must be used in full on one Skill Check.

Strike to Pin

A kind of unarmed attack. It is only possible to perform a Strike to Pin if the Player Character is unarmed. A Player Character may choose to make a Strike to Pin action as her Unarmed attack to cause Pin on an opponent.

The Player will perform a Skill Check with the Player Character's Unarmed skill against the Opponent's DL to hit. If the Skill Check is successful, the opponent will be pinned during the next Opponent Phase, plus an additional Opponent Phase for each Excess Success provided that the attacking Player Character remains in the same Area. The Opponent will immediately lose her Pinned status if the Player Character leaves the Area.

Brawls

Brawls are a special kind of Battle where the participants aren't necessarily out to kill each other. They are played much like a Battle on a Tactical map but there are some differences. The instructions in the Questbook will specify if the fight the Party is engaging in is a Battle or a Brawl.

During a Brawl, only attacks using the Unarmed skill are allowed. No other form of close combat attack, ranged attack or any form of magic is allowed during a Brawl. Please note that not even defensive or healing Spells may be cast.

Companions and Opponents will attack using their Attack Value but all attacks will count as Unarmed attacks. Companions and Opponents that are reduced to 0 Hit Points do not die, they have been knocked unconscious or fled from the Brawl.

Armour and shields do not provide any DL to hit during a Brawl. Instead, all participants in a Brawl have DL to hit 1 for the entire Brawl. Everyone in a Brawl will strike with their bare hands against the face and soft parts of their opponents. Any Equipment equipped in the hands is ignored as if they were not equipped.

During a Brawl only the following Actions are allowed:

- ▶ Attack (using the Skill Unarmed)
- ▶ Drop equipment
- ▶ Do nothing
- ▶ Equip/Unequip cards
- ▶ Perform a Skill Check
- ▶ Pick up Equipment cards
- ▶ Prepare to Attack
- ▶ Strike to Pin

Only Player Characters that haven't flipped their Player Character Characteristics sheet to the wounded side are allowed to participate in a Brawl. If a Player already has her Player Character's Characteristics sheet with the Wounded side face up when the Brawl begins, she and all her Companions may not participate in the Brawl. If all Player Characters are unable to participate in a particular Brawl, the Opponents will win the Brawl on walk-over.

Hit Points will be removed from the Player Characters when they are hurt in a Brawl, just like in a Battle. But instead of flipping their Player Character Characteristics sheet over to the Wounded side when they run out of Hit Points, they are removed from the Brawl. This represents that they have fled, been knocked out, or given up. After the Brawl, Player Characters that have been removed from the Brawl will have 1 Hit Point and will keep their Player Character Characteristics sheet with the unwounded side face up.

Environmental hazards

Sometimes the Player Characters, their Companions and Opponents are just as threatened by their surroundings as each other in a Battle or Brawl. There are two Environmental hazards, Burning Fire and Flooding. Both Breaks Move and both may hurt anyone ending their Turn in an Area with an Environmental hazard.

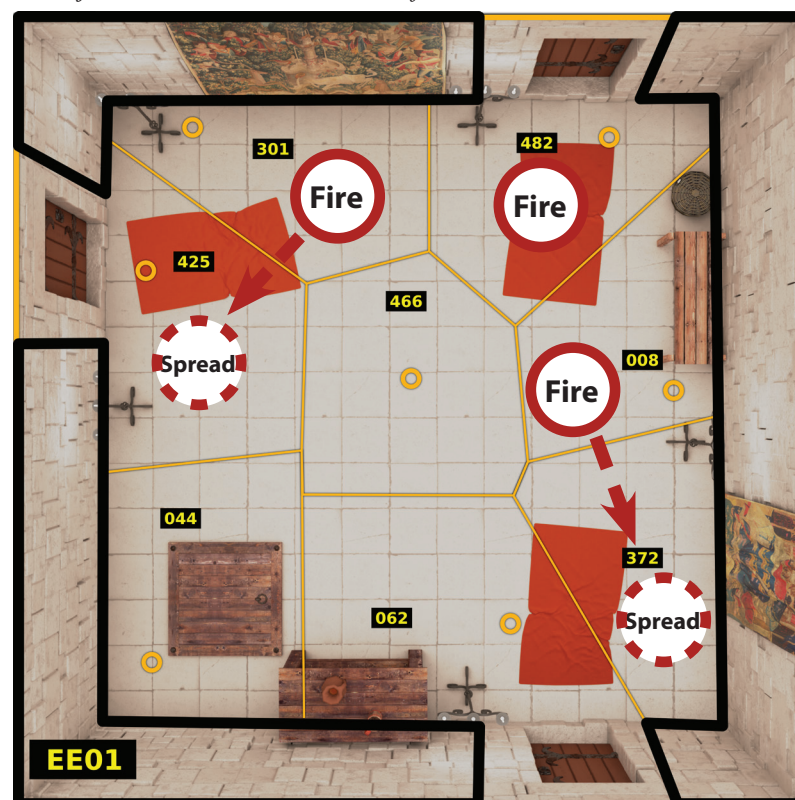
Burning Fire

Whenever an Area is engulfed in flames, be it through "natural" means or magic, it is considered a Burning Fire. Player Characters, Companions and Opponents may get hurt by burns from a Burning Fire. It is also likely to spread. All adjacent Areas that are burning are considered to be part of the same Burning Fire. Mark each burning Area in a Burning Fire with a marker. A Tactical Map can have several Burning Fires at any one time. These may spread and join each other during a Battle. Every Area included in the Burning Fire Breaks Move as well as Line of Sight and may influence Opponents Behaviour. Note that Opponents will not leave Areas that are part of a Burning Fire unless prompted to do so by their Behaviour.

An Intensity 2 Burning Fire has started in Tile EE01, Area 482. In the Environmental hazards Phase the Burning Fire will spread into Area 008 and 301. They are the two adjacent Areas with the lowest Reference Number.



In Combat Round 2 the Burning Fire covers 3 Areas. In the Environmental hazards Phase the Intensity 2 Burning Fire will spread to Area 372 and 425. They are the two adjacent Areas with the lowest Reference Numbers.



Each Burning Fire has an Intensity. Usually a number between 0 and 3. This is the number of Areas it will spread to during the Environmental hazards Phase. If a Burning Fire has an Intensity of 0, it won't spread to any adjacent Areas. Burning Fires with an Intensity of 1 or higher will spread to as many adjacent Areas as their Intensity during the Environmental hazards Phase of each Combat Round. The Burning Fire will spread to the adjacent Areas with the Lowest Reference Numbers. When it spreads, immediately mark the Areas it has spread to with tokens. A Burning Fire can only spread to available Areas and can't spread into areas that are part of a Flooding. This may lead to the Burning Fire spreading to fewer Areas than its Intensity. If there is only a single Area that the Burning Fire can spread but the Intensity is 2 or more, it will only spread to that one Area.

Damage from Burning Fires

Player Characters, Companions and Opponents lose Hit Points at the end of their Turn, if they are standing in an Area that is part of a Burning Fire at that point. The Damage taken is 2 HP. Player Characters, Companions and Opponents with the Invulnerable, Flying or Airborne Ability do not take damage from Burning Fires.

Flooding

Any Area engulfed by water is considered to be part of a Flooding. Flooding of a Tactical Map works much like Burning Fires. Mark each Area that is Flooded with a marker. The Flooding may spread. Several Areas adjacent to the Flooding, equal to the Intensity of the Flooding, will become part of the Flooding at the Environmental hazards Phase of each Round. Starting with the adjacent Areas with the Lowest Reference numbers. Flooding can spread into areas that are part of a Burning Fire. When it spreads into an area that is part of a Burning Fire, the Flooding will remove the Burning Fire. This means that Magic Spells that create a Burning Fire can't be Cast on an Area that is part of a Flooding. While Magic Spells that create a Flooding can be cast on Areas that are part of a Burning Fire. Note that Floodings spread after the Burning Fires have spread in the Environmental hazards Phase of a Combat Round.

All adjacent Areas that are engulfed by water are considered to be part of the same Flooding. A Tactical Map can contain several Floodings at any one time. These may spread and join each other during a Battle.

Every Area included in the Flood Breaks Move but does not break line of sight, and so may influence Opponents Behaviour. Note that Opponents will not leave Areas that are part of a Flooding unless prompted to do so by their Behaviour.

Also note that a Player Character, Companion or Opponent can't perform the Attack Action with ranged weapons when standing in an Area that is part of a Flooding. Casting Magic spells and performing close combat Attack Actions is allowed when standing in an Area that is part of a Flooding.

Damage from Flooding

Any Player Character still in a Flooded Area at the end of her Turn must perform a check for their Psyche vs. DL: 2. Companions and Opponents must perform a check for their Mind vs. DL: 2. If the Check fails the Player Character, Opponent or Companion, immediately takes 1 HP of damage. If the Check succeeds there is no damage taken. Player Characters, Companions and Opponents with the Invulnerable, Flying or Airborne Ability do not take damage from Flooding.

Magic and Alchemy

Magic and Alchemy are a collection of Skills split into two kinds of areas of knowledge, Element and Principle.

These are the Elements:



Air



Earth



Fire



Water

These are the Principles:



Sulphur



Mercury



Salt



The skills of Magic and Alchemy are used to learn Magic Spells and are required for casting them successfully. Each spell a Player Character learns corresponds to a Spell card. When she has learned a spell, the card is placed next to the Player Character Sheets.

Please note that Magic Spell cards do not have to be equipped as Equipment cards do. The Player Character has memorised the spell and therefore they work like Skills. A Player Character may use the spells that she knows at her Turn in a Battle as long as the spell is not Depleted.

Cost to Learn

Each Magic Spell card has a Cost to Learn listed. This is the number of Experience Points the Player must "pay" for her Player Character to allow her to learn the Magic Spell and add it to her Character Sheet. Simpler Spells cost less, and more advanced Spells are more expensive (see the section on Experience Points for more information).

Requirements

Each Spell may have Requirements listed on the Spell card. A Player Character that doesn't have the minimum Skill Levels for the Skills listed as Requirements can not learn that particular Magic Spell.

Please note that the bonuses on Skill Levels that Retinue or Equipment cards provide don't count when checking for Requirements.

Spell Casting

A Player Character may use a Spell card just like another Player Character may use a sword or a bow. The magician's Total Skill for casting spells is her level in Psyche plus the Skill Level of the Skill indicated on the Spell card, plus any modifications and bonuses. For example, the Spell "Fireball" is cast using the Player Character's Psyche and Skill Level for the Element Fire.

Some Retinue will give a Bonus to Spell Casting. This bonus will be given regardless of whatever Element is used to cast the Spell.

The Difficulty Level and what happens in the event of a failure are specified on each Spell card. When a Magic Spell is cast successfully, its effect must end before the same spell can be cast again. A spell that, for example, conjures up a magical creature cannot be cast again until the spell's duration is over and the creature has disappeared.

Please note that a Player Character, Companion or Opponent may only have one spell active that affects the same Skill or Characteristic. The moment another Spell is cast successfully that affects the same Skill or Characteristic, the duration of the previous spell ends.

Retain Magic

Each time a spell is cast, regardless of the outcome, a Skill Check for the spells Retain Magic must immediately be performed. The Total Skill for this is the magician's Reason plus the skill specified on the Spell Card plus any Modifications and bonuses.

A successful Skill Check means that the Player Character still has enough ingredients left to try to cast the spell at least one more time.

A failed Skill Check means that the spell is Depleted and may not be cast again until the Party has performed a Recuperate Action.

Depleted Spells

The Magic Spell cards for spells that are Depleted are flipped face down in the play area. This indicates that the Player Character has run out of magical ingredients and is unable to cast that spell. Depleted Spell cards stay Depleted until the Players perform a Recuperate Action.

During a Recuperate Action, in connection to the Party recovering from injuries, the Player Character can find new magical ingredients and all Depleted spells may be flipped back to face up.

Armour, shields, weapons and magic

Heavy armour and almost all weapons and shields give their wearer the No Casting Condition. A Player Character may not cast spells if she has been given the No Casting Condition. Please note that Equipment cards that are carried in the backpack are not Equipped and therefore do not cause the No Casting Condition to the Player Character carrying them.

Opponents and Companions are not affected by this rule. All Conditions that apply to an Opponent or Companions are listed on the Opponent or Companion card. Opponents and Companions with armour, shields or weapons equipped will not gain any Conditions and can therefore cast magic unhindered, provided that they have the appropriate skills.

Upkeep cost

The Upkeep cost is drawn from the Partys Wealth. The cost is 5 Pennies. This Upkeep cost may be increased or decreased due to circumstances and Bonuses in the game. Some Specialisations may reduce the Upkeep cost for the Party.

Paying the Upkeep cost takes place immediately when a Recruit, Recuperate or Trade Action is started. If the Party does not have enough Pennies to pay, they may trade in equipment at their Sell price to pay their Upkeep cost. They will then put the Equipment cards back in the respective Equipment pile. Any excess amount of Pennies for the traded equipment is lost.

At any time the Party may choose to immediately return Retinue cards from the Party to the Retinue card pile.



Upkeep Actions

Between adventures, the Party is allowed to perform as many Upkeep Actions as they can afford.

There may also be instances in the Quests where the Players may be instructed to perform a “free” Upkeep action. In those cases, no Pennies are drawn from the Party’s Wealth. The Party may only perform one free Upkeep Action of a kind each time.

Below are descriptions of the three Upkeep Actions available.

Recruit Action

This is an attempt to recruit more Retinue. The Power Chart will inform you of what Experience Level of Retinue you will be able to recruit. Successful use of the Skill Eloquence will increase the amount of Retinue you will be able to recruit.

1. Pay your Upkeep cost by removing 5 Pennies from the Party’s Wealth. If you are performing a Free Upkeep Action then you can ignore this step.
 - a. If you are unable to pay your Upkeep cost you may “cash in” enough Equipment cards to the value of their Sell-price to pay for your Upkeep.
2. Draw 1 random Retinue card and place it face-up in the play area. This is the basic number of possible Retinue available during this Recruit Action.
3. Pick one Player Character to perform a Skill check for her Eloquence at Difficulty Zero (DL 0). Each Success rolled will count as an ES.
4. If the result of the Skill check is no ES then the upturned Retinue Card is the only Retinue available for hire during this Recruit Action.
5. If the result of the Skill check is one or more ES then draw one further Retinue card for each ES and place them face-up in the play area.
6. The party may now pay the listed Recruitment cost to recruit any of the retinues that have been revealed that they can afford. Note that the party can’t trade in Equipment cards to pay for the Retinue.
7. At this point the Party may exchange Equipment with each other.

Recuperate Action

This is an attempt to rest, heal and replenish your supplies. All Depleted Magic Spell cards will be flipped back to face up and the Player Character will be able to use them again. The Players will also be able to spend Experience Points to improve their Player Characters during a Recuperate Action. Successful use of the Skill Medicine will affect how many Hit Points the Party will heal.

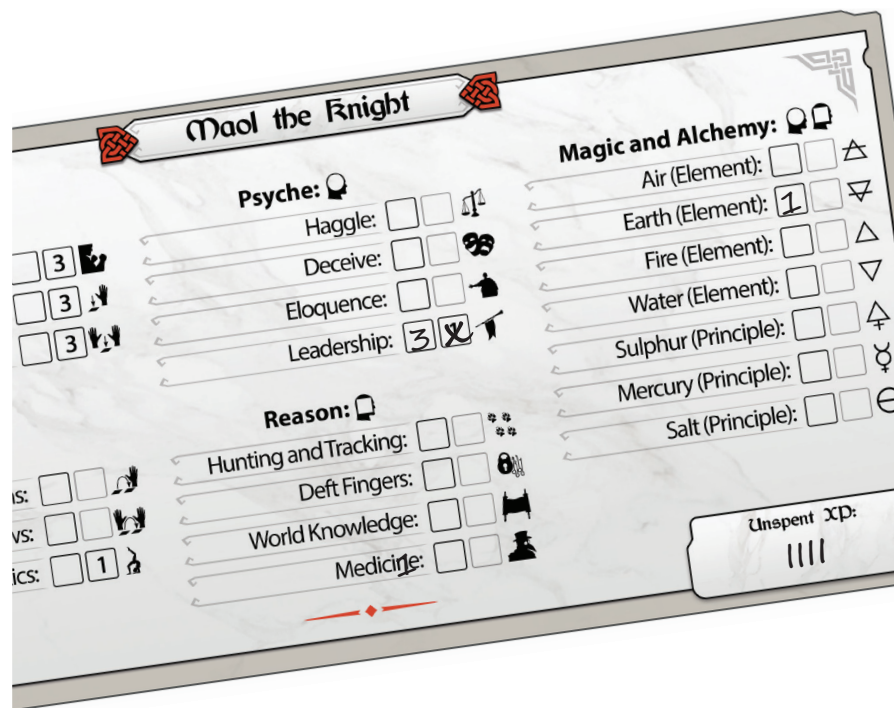
1. Pay your Upkeep cost by removing 5 Pennies from the Party’s Wealth. If you are performing a Free Upkeep Action then you can ignore this step.
 - a. If you are unable to pay your Upkeep cost you may “cash in” enough Equipment cards to the value of their Sell-price in order to pay for your Upkeep.

2. Pick one Player Character to perform a Skill Check for her Medicine skill at Difficulty Zero (DL 0). Each Success rolled will count as an ES.
 - a. If the result of the Skill Check is no ES any Wounded Player Characters stay Wounded and no Hit Points are regained. Skip to step 5.
3. If the Result of the Skill Check is one or more ES, flip all Wounded Player Character Characteristics sheets over to their Unwounded side.
4. All Player Characters will immediately add as many HP as the number of ES rolled (adding from 0 if the Character Characteristics sheet was just flipped).
5. Player Characters with Spell cards may flip all spell cards for which they have failed a Retain check back to face-up, meaning that they can use the spells again.
6. All Players may spend their Player Character’s saved Experience Points on improving or learning skills and Spells.
7. At this point the Party may exchange Equipment with each other.

Trade Action

This is an attempt to try to find and purchase other or better equipment. The Party may also sell loot or unwanted Equipment. Successful use of the Skill Haggle will increase the number of Equipment cards available.

1. Pay your Upkeep cost by removing 5 Pennies from the Party’s Wealth. If you are performing a Free Upkeep Action then you can ignore this step.
 - a. If you are unable to pay your Upkeep cost you may “cash in” enough Equipment cards to the value of their Sell-price in order to pay for your Upkeep.
2. Draw 1 Common Equipment card and place it face-up in the play area. This is the basic Equipment card that the Player Characters may purchase.
3. Pick one Player Character to perform a Skill Check for her Haggle skill at Difficulty Zero (DL 0). Each Success rolled will count as an ES.
 - a. If the result of the Skill Check is no ES the Common Equipment card face-up in the play area is the only equipment available for purchase during this Trade Action. Skip to step 5.
4. If the result of the Skill Check is one or more ES, draw 1 Uncommon Equipment card and place the card face-up in the play area. Then draw as many additional Common Equipment cards as the number of ES on the skill check and place them face-up in the play area. All the cards drawn are the Equipment the Player Characters may purchase.
5. The Party may sell any of their Equipment cards for the Sell price listed on the cards.
6. The Party may now purchase any of the Equipment cards that have been revealed that they can afford.
7. At this point the Party may exchange Equipment with each other.



Experience Points

If a Quest is completed successfully the Player Characters usually earn Experience Points (XP) as a reward. These are noted on the Character Characteristics sheet and may be spent to improve skills or characteristics whenever the Party performs a Recuperate Action. By spending the earned Experience Points, Players may improve their Player Character's Skill Levels, raise their Characteristics, learn new skills or get new Magic Spells.

A Player Character's Experience Points may only be spent on improving that same Player Character. Earned XP doesn't need to be spent unless the Player wants to. They may be saved to be spent at a future Recuperate action.

Spending XP

Learning a new Skill costs 1 XP. The Player Character will then get a Skill Level of 1 on the selected skill. Improving a Skill Level from 1 to 2 costs 1 XP. The cost in XP then rises gradually for each Skill Level.

Skills are improved one step at a time. If a player wants to raise a Player Character's Skill Level from 1 to 3, she must first pay 1 XP to reach Level 2 and then another 2 XP to reach Level 3. She may however purchase as many steps as she can afford during the same Recuperate Action.

XP can also be spent to raise a Player Character's Characteristic values. For 8 XP a Characteristic value may be raised 1 step. An increase in a Characteristic value means that the Derived characteristics may also change.

Magic Spells all have a Cost to Learn listed on their Magic Spell cards. A Player Character can't learn a Magic Spell unless she meets the spell's Requirements. They usually require the Player Character to have a certain minimum Skill Level in the listed Skills. For example, the spell Fire Ball has as Requirements listed certain Skill Levels in the Element Fire and the Principle Sulphur.

The maximum allowed Skill Level is 9. The maximum allowed Characteristic value is 6. There is no limit to how many Spell cards a Player Character may have.

See the table below for the cost in XP to raise a Skill Level, purchase a new Magic Spell card or raise a Characteristic:

Action	Cost
Purchase a new Skill with Skill Level 1	1 XP
Raise a Skill Level from 1 to 2	1 XP
Raise a Skill Level from 2 to 3	2 XP
Raise a Skill Level from 3 to 4	2 XP
Raise a Skill Level from 4 to 5	3 XP
Raise a Skill Level from 5 to 6	3 XP
Raise a Skill Level from 6 to 7	4 XP
Raise a Skill Level from 7 to 8	4 XP
Raise a Skill Level from 8 to 9 (9 is the maximum allowed Skill Level)	4 XP
Purchase a new Magic Spell card	Cost in XP is listed on the Spell card
Increase a Characteristic by 1 (6 is the maximum allowed Characteristic value)	8 XP

For example, Raising a Skill Level from 1 to 2 costs 1 XP, and raising a Skill Level from 4 to 5 costs 3 XP. Purchasing the Magic Spell card Entangle costs 2 XP, as listed on the Spell card.

Experience Points and Experience Levels

At certain points in the game, when the Party has gained a large enough amount of Experience Points the Power Chart will inform you that the Opponents have become increased in Experience Level. At that point exchange the Opponent card pile with the Opponent card pile of the higher Experience level in the play area.

Also, at certain points, the Retinue available for the Party to recruit will increase in Experience Level. At that point, you must replace the lower level Retinue card pile with Retinue of a higher power. Please note that Retinue cards already attached to a Player Character at these points are not removed. They stay until they are released from their employment.

Using the Campaign sheet

Each Quest in A Tale of Bravery takes about 1 hour to play through. However, there are a lot of quests. Each playthrough of A Tale of Bravery is estimated to take somewhere between 11 and 15 hours. The Players will most likely be playing the game through several sessions. The Campaign sheet is used as a kind of save game. Use the Campaign sheet to record the Player Characters Characteristics, Specialisation, Abilities, Skill Levels, Magic Spell cards, saved XP, Conditions, Retinue, Companions and Equipment when a game session is over. This way you will know how to set up the Party when you and your friends return at a later point to continue playing the game.

The kingdoms of Britain

These are the lands of Britain and common knowledge to your Player Characters at the start of the game. The various countries and places can be referenced on your map of Britain. You may read this as a background to the adventures to come, or ignore the information and just start playing.

Bryneich

The people of Bryneich proudly refer to their ancestral lands as “Yr Hen Ogledd”, or “The Old North”. Unfortunately, it has fallen into civil war. Glappa, Adda, Æthelric and Theodric, the four sons of the late king Ida, are fighting over who is the rightful heir to the throne. It’s a brutal and bloody conflict that is slowly grinding the kingdom into dust.

To add to the hardships, there is no shortage of parties taking advantage of the situation. The coast is heavily plagued by Pict- and Viking raids. Bands of ruffians and mercenaries roam the countryside.

Traditionally Bryneich is a great rival to Rheged to its south-east and many wars have been fought between the two.

Dál Riata

King Selbach mac Ferchair rules Dál Riata from his hillfort at Dunadd. The country is recovering from many years of civil war ending with King Selbach ascending the throne. The people are enjoying the relative peace of the last couple of years, broken only by the odd Viking raid. Dál Riata is one of the kingdoms of “The Old North”, “Yr Hen Ogledd”.

There is both trade and skirmishes with the Picts along the border. There is speculation that the war-weariness of the people of Dál Riata may drive them from their traditional enmity of Ystrad Clud to the south, into a mutually beneficial alliance.

The people, and their king, are mostly pagan but are tolerant of Christians, making it relatively safe for visitors from the south. This tolerance of the Christian faith is calculated and mainly for the benefit of trade. Christianity is however growing in the lands. Many monasteries have sprung up on the remote islands of Dál Riata. King Selbach keeps a monk as an advisor and it is whispered that the Christians are actively trying to convert him to their faith.

Deira

King Aethelric rules from Eburakon, formerly a Roman settlement. The King and the nobility are eager to emphasize their supposed Roman origin. Wicked tongues whisper that in fact, their origin is from East Anglian mercenaries that guarded Hadrians Wall.

Deira is a predominantly Christian country. Unfortunately, the many rich monasteries that have sprung up in the country are very attractive pickings for Viking raiders.

Dumnonia

King Arthur was conceived at Tintagel Castle in Dumnonia. The current king of Dumnonia is his successor, King Constantine, ruling with a firm hand from Tintagel Castle.



The kingdom is wealthy, with great riches in fishing, agriculture and most prominently, tin. Dumnonia maintains tight trade links with the Franks. The kingdom is protected by several strongholds, of which Tintagel Castle is one. They are all surrounded by flourishing trade cities.

Dyfed

Dyfed is ruled by Elen ferch Lywarch after her father Llywarch ap Hyfaidd passed away a few years ago.

Dyfed is a predominately Christian country. The country is wealthy due to its rich lead and copper deposits. Unfortunately, its coasts are subjected to extensive Viking raids.

East Anglia

King Rædwald rules his kingdom with an iron fist from the city of Grantebrycge. He is newly baptized and the country is in the process of more or less forcibly being converted to Christianity by the king's men.

East Anglia is considered as powerful as Mercia in military strength and general influence. Many expect, and dread, the day when East Anglia and Mercia shall come to blows. It would be a devastating war.

The peace is holding for now. But even the smallest spark could ignite the flames of war.

Ellan Vannin

The island of Ellan Vannin is formally under the rule of Deira on the British east coast. In practice, however, Deira has little impact on the island, each settlement runs itself independently. Adding to the island's isolation is that the islanders speak their own language, Manx, which is tricky for outsiders to understand.

The island has been Christianised but its wilds are rumoured to house numerous witches and pagans.

Vikings have been spotted near the island but so far no attacks have been reported. The islanders are justifiably worried about the threat of Viking raids.

Elmet

Ceredig ap Gwallog is the king of Elmet, ruling from the city of Loidis to the east of the land. Rumour has it that King Ceredig is seeking an alliance with King Offa of Mercia to stave off a future invasion.

The country is dominated by great forests such as Sherwood Forest, Dark Peaks Forest and Bolton Forest.

Ergyng

Ergyng is a hilly and forested land ruled by King Peibo Clafrog from the ancient and originally Roman town of Ariconium.

Ergyng is in open conflict with Mercia. So far it has been able to hold the vast armies of King Offa at bay, but for how long? Ergyng has close ties to Gwent, but it seems that Gwent is not eager to assist Ergyng in its hour of need.

Essex

The kingdom of Essex is a close ally of Mercia through marriage. King Saelred is married to King Offa's cousin Ceindrech. The king and queen rule from the great city of Lundenwic. Wicked tongues have it that King Saelred is no more than a puppet to King Offa of Mercia.

Many of the old Roman roads are maintained and still in use. The country is thoroughly Christianised. Heathens travelling through Essex risk being hanged, or worse, burned at the stake.

Gododdin

Mynyddog Mwynfawr ("Mynyddog the Wealthy"), a mighty warrior king, rules Gododdin from his court at Din Eidyn. Though nominally a Christian, he maintains many pagan traditions and regularly consults pagan druids for advice.

Gododdin is still mostly pagan, with only the larger cities having been Christianised. The mountain men and remote villages of Gododdin are firmly pagan and are likely to offer up any Christian priest to Woden, should he make an effort to convert them.

Like its neighbours, Gododdin is part of "The Old North", "Yr Hen Ogledd".

Gwent

King Erb, the son of King Caradoc ap Ynyr, a member of King Arthur's Round Table and founder of Gwent, rules this land. The capital is Porth Esgewin.

Gwent is profoundly Christian. The country has close ties to Ergyng but is desperately trying to avoid any conflict with Mercia and King Offa.

Gwynedd

The proud ruler of Gwynedd is King Merfyn, he traces his ancestry back to Gwynedd's legendary founder Cunedda. His son Rhodri is of age but as of yet unmarried. There is great speculation in the realm about who his future bride will be. The capital of Gwynedd is the city of Porth y Wygyr. The country has so far managed to keep a precarious peace with King Offa of Mercia. There is a palpable worry that Mercia will turn to war with Gwynedd once their war with Ergyng is over.

Like its neighbour to the south, Dyfed, Gwynedd is wealthy due to its rich lead and copper deposits. And like its neighbour, it is constantly under the threat of Viking raids.

Hwicce

Hwicce is a Christian country ruled by two kings, the brothers Eanhere and Eanfrith. Their power is weak and in reality, tribal warlords run the land.

The two kings are forced to waste a lot of energy keeping the different warlords from going at each other's throats. Not to mention the effort they put into avoiding the ever-present threat of invasion from Mercia.

Kent

The ruler of Kent, King Eadric, was helped by allies in Sussex to take the throne. The two kingdoms have a close relationship. King Eadric rules from the ancient fortified city of Rutuplae, famous for its massive walls.

A century ago, to placate invading Saxon warlords, large groups of Saxons were invited to stay in the country. While the Kentish populace lives as Christians, the Saxons still uphold their heathen traditions.

Sussex

The kingdom of Sussex is ruled by two kings, Berthun and Andhun, from the capital Cicestre. The country is considered a bit of a backwater even though it has affluent trade with the kingdom of Frankia across the channel. The trade with Frankia has recently come under heavy competition from the kingdom of Wessex. Some fear that this might lead to war between the two countries in the future.

It is a forested land dominated by the great forest of Andredsweald. It is considered a Christian land, but the people living in the great forests are more often than not heathen.

Mercia

Mercia is ruled by the expansionist King Offa. He is as respected as he is feared for his firm hand at kingship. Mercia is at war with Ergyng. A war that so far is at a stalemate. Offa is expected to emerge as the victor eventually.

Offa is a Christian but his kingdom, Mercia, is only partly Christianized. Pagans are fairly common in the north.

Lindsey

Although Finn, the king of Lindsey, is said to be a descendant of Odin he is a baptised Christian. On the other hand, it is said that his wife Drynwin is still practising the heathen Druidic traditions. The capital of Lindsey is Lincylene. King Finn is in alliance with King Rædwald of East Anglia.

It is a marshy land crisscrossed with ancient walkways and old Roman roads. Christianity is predominant in the bustling cities, but most of the countryside is still heathen.

Lyonesse

The ageing King Meliadus rules Lyonesse from its namesake city. He is a brave and capable ruler, but he is also the last of his bloodline. His only child, Prince Tristan, died tragically without issue.

Lyonesse is a wealthy and peaceful Christian land, but also one of magic and the supernatural. A prophecy of impending doom hangs over Lyonesse. It says that the kingdom will one day sink into the sea, never to be seen again.

Pictish Lands

Most parents use stories of this land to frighten their children into obedience. No single man can tell how many kingdoms the Pictish Lands contain. The more civilized countries to the south have been unable to map them out due to the inhospitability of the land, the harshness of its customs and the brutality of its warriors.

Instead, the countries are lumped up as “the Pictish Lands”. Pictish kingdoms, usually no more than separate tribes, have one or sometimes two kings ruling the land. There are even rumours of Pict kingdoms ruled by women.

Not many southerners venture into the Pictish Lands of their own accord and fewer still return alive. The church is currently putting a lot of effort into sending missionaries into the Pictish Lands, and several monasteries have been set up just inside its borders. But so far their efforts have been wasted. The Picts remain profoundly heathen.

A cautious but profitable trade in furs takes place near the borders of the land. Most of the southerners’ knowledge of the Pictish Lands trickle down through this exchange.

Rheged

The ageing King Urien rules from the ancient Roman town Caerliwelydd. He is married to King Arthur’s sister, Morgan Le Fay, and their son, Owain mab Urien, used to be a knight of the round table. The now middle-aged but still unwed Owain is much respected and many stories are told of his exploits.

Like their neighbour to the northeast, the troubled kingdom of Bryniech, Rheged proudly refers to its ancestral lands as “Yr Hen Ogledd”, or “The Old North”. There is however great rivalry between the two countries and many wars have been fought between them.

Wessex

Wessex is ruled by King Cædwalla, a nobleman banished from Sussex. He is said to have sworn to conquer Sussex, so war is expected soon. Meanwhile, King Cædwalla has focused on pushing Sussex out of the lucrative trade with Frankia by offering better prices and benefits.

The capital of Wessex is Wintanceastre. It is a Christian country. Indeed, King Cædwalla’s predecessor, King Centwine, abdicated to become an anonymous monk.

Ystrad Clud

King Rhydderch Hael rules from Aicluih Castle, overlooking its namesake capital, Aicluih. The country is only partially Christian, with many, especially in the northern part, clinging to the old pagan beliefs.

On one hand, Ystrad Clud benefits from the trade routes north and south through its territory. But on the other hand, those same trade routes encourage marauding bands of plunderers from the northern countries to invade and cause trouble. Leaving Ystrad Clud with a complicated relationship with its northern neighbours Dal Riata and the Pictish Lands.

Ystrad Clud is one of the kingdoms of “The Old North”, “Yr Hen Ogledd”.

Key concepts

Terms and abbreviations

The A Tale of Bravery game has very specific terminology. To the inexperienced-player, it may become a bit overwhelming. Therefore, for your reference, we are listing the most commonly used terms below in alphabetical order.

Term	Acronym	Description
Ability cards		A card that describes an Ability
Action		Every Combat Phase, during their Turn, all Opponent, Retinue and Player Character may perform one Action and one Move.
Air		A magical Element.
Area		Each separate area on the Game Board tiles of the Tactical map with a unique Reference Number.
Armour		The protection that a Player Character is wearing that raises her DL to hit.
Armour marker		The marker used to show that a particular armour is Equipped.
Athletics skill		A Skill.
Attack		An Action a Player Character may choose to perform during her Turn in a Combat Round.
Attacker		The Player Character, Retinue or Opponent that is performing the Action Attack.
Attack Value	AV	The Total Skill a Retinue uses for its attacks
Backpack marker		The marker used to show what Equipment cards are carried in a Player Character's backpack
Basic Behaviour card		A card that describes how Opponents will act to solve general issues such as prioritising goals.
Battle		A fight between the Party and Opponents where they are trying to hurt each other.
Battle Setup		The act of setting up Player Characters, Companions and Opponents on the Tactical map.
Behaviour card		A card that describes how Opponents behave in combat.
borderline		The line between two Areas on the Tactical Map
Bows and Crossbows skill		A Skill.
Bravery Token		A token symbolising 1 point of Bravery.
Brawl		A fight between the Party and Opponents where they are trying to knock each other out.
Brawling skill		A Skill.
Breaking a Move		The act of being forced to end a move when a Player Character, Companion or Opponent steps into an Area occupied by a non-friendly unit or Environmental hazard.
Brutal		An Experience Level an Opponent can have.
Burning Fire		A Burning Fire consists of all adjacent Areas that are burning. Burning Fires Break Move and LOS.
Campaign sheet		A sheet to be filled out and used as a save game between two game sessions.

Term	Acronym	Description
Cast a Magic Spell		An Action a Player Character may choose to perform during her Turn in a Combat Round.
Characteristic value		A value between 1 and 6 indicating how powerful the Player Character is in that Characteristic.
Combat Round		Battles and Brawls are played using Combat Rounds. One Combat Round consists of a Player Phase, an Opponent Phase and an Environmental hazards Phase.
Common Equipment		A type of Equipment card that is common.
Companion		A member of the party that is added through events in a Quest or the Casting of a Magic Spell.
Condition cards		A card that describes a Condition. It may provide positive and/or negative bonuses to skills.
Cost to Learn		The cost in XP to learn a particular Magic Spell.
Cumbersome		A Condition.
Damage Value	DV	A definition of how much Hit Point damage a successful attack will cause.
Deceive skill		A Skill.
Deft Fingers skill		A Skill.
Depleted Magic Spell cards		Depleted Magic Spell cards are placed face down and can not be used until the Party has performed a Recuperate Action.
Derived characteristic		Values calculated from the Player Character Characteristics.
Dexterity	Dex	A Player Character Characteristic.
Die or dice	1D	One or more 6 sided dice.
Difficulty Level	DL	A listing of the number of Successes a Skill Check must have to be successful.
Difficulty Level to hit	DL to hit	The number of Successes that must be achieved for an Attack to hit and cause HP damage.
Do nothing		An Action a Player Character may choose to perform during her Turn in a Combat Round.
Drop equipment		An Action a Player Character may choose to perform during her Turn in a Combat Round.
Earth		A magical Element.
Element		An area of knowledge. A collection of Skills used with Magic and Alchemy.
Elite		An Experience Level a Retinue can have.
Eloquence skill		A Skill.
Enchanted equipment		A magical Equipment. This may be beneficial or a curse.
Environmental hazards		Either a Fire or a Flooding.
Environmental Phase		The phase in a Combat Round when Fires and Floods may spread.
Equipment cards		Descriptions of Equipment. Anything from books to armour and enchanted swords.
Equipped		Any Equipment card with a Hand marker or an Armour marker placed on it.
Equip/Unequip card		An Action a Player Character may choose to perform during her Turn in a Combat Round.
Excess Success	ES	Every Success rolled more than the DL needed.

Term	Acronym	Description
Experience Level		A reference to how powerful a Retinue or Opponent is. Novice, Skilled or Elite for Retinue. Mean, Raging or Brutal for Opponents.
Experience Points	XP	Awarded for finishing Quests. Used to improve Player Characters.
Failures		Every dice that has come up with a 1 or 2 when a Skill Check has failed.
Fight		A Fight is either a Battle or a Brawl.
Fire		A magical Element.
Flooding		A Flooding consists of all adjacent Areas that are engulfed in water or other liquid. Flooding Breaks Move but not LOS.
Flying		An Ability.
Friendly Fire		A situation where a failed attack with a ranged weapon may hit and injure a friendly target.
Game Board tile		A piece of the Tactical map containing Areas.
Haggle skill		A Skill.
Hand marker		The marker used to show that an Equipment card is Equipped.
Hand-Over/Take		An Action a Player Character may choose to perform during her Turn in a Combat Round.
Hit Points	HP	A measure of how much damage a Player Character, Companion or Opponent can take.
Hunting and Tracking skill		A Skill.
Idelinde the Mage		A Player Character in the game.
Intensity		The number of Areas a Burning Fire or Flooding will spread to at the Environmental hazards phase of each Round.
Invulnerable		An Ability.
Ketilbern the Ranger		A Player Character in the game.
Leadership skill		A Skill.
Line of Sight	LOS	A straight line between two Line of Sight points that don't cross a black borderline.
Line of Sight point		A circular mark on each Area on the Tactical map. Used to determine Line of Sight.
Magic and Alchemy		A collection of Skills split into two kinds of areas of knowledge, Element and Principle.
Magic Spell cards		A card that describes a Magical Spell that can be used in the game.
Magical Element		These are Air, Earth, Fire and Water.
Magical Principle		These are Salt, Sulphur and Mercury.
Maol the Knight		A Player Character in the game.
Maximum Bravery		A Derived characteristic listing the maximum amount of Bravery Tokens a Player Character may have.
Mean		An Experience Level an Opponent may have.
Medicine skill		A Skill.
Mercury		A Principle.
Mind		An Opponent Characteristic.

Term	Acronym	Description
Move		A Derived characteristic listing how many Areas the Player Character, Companion or Opponent may move through during their Turn.
No Casting		A Condition.
Novice		An Experience Level a Retinue can have.
Odine the Thief		A Player Character in the game.
one hand	1H	A specification that this Equipment card needs one Hand marker placed on it to be Equipped.
One-Handed Weapons skill		A Skill.
Open-Ended Successes		Each Success rolled that show 6 means that one more die may be rolled. Only Player Characters may roll Open-Ended Successes.
Opponent		An enemy facing the Player Characters in a Battle or Brawl.
Opponent card		The card describing the enemy and her abilities.
Opponent Phase		The second Phase of a Combat round. It consists of one Turn per Opponent.
Party		All of the Player Characters, their Retinue and Companions.
Party Member		One of the Player Characters, their Retinue or their Companions.
Penny		The currency used on the British Isles.
perform a Skill Check		Rolling several dice equal to the Player Characters Total Skill and trying to achieve as many as, or more, Successes than the DL. Also, an Action a Player Character may choose to perform during her Turn in a Combat Round.
Pick up Equipment cards		An Action a Player Character may choose to perform during her Turn in a Combat Round.
Pinning		When a Player Character, Retinue or Opponent is forced to stay in the Area where she is standing on the Tactical map.
play area		The area you are playing the A Tale of Bravery game on. We suggest using a large table.
Player		One of the people partaking in a game of A Tale of Bravery.
Player Character	PC	The character the Player is playing during A Tale of Bravery.
Player Character sheets		A reference to both the Player Character Characteristics sheet and the Player Character Skill sheet.
Player Character Characteristics sheet		The sheet displaying a particular Player Character's Characteristic values and Derived Characteristic values.
Player Character Skill sheet		The sheet displaying a particular Player Character's Skill Levels.
Player Phase		The first Phase of a Combat round. It consists of one Turn for each Player Character and Retinue.
Power Chart		A summary of how the number of XP received affects DL and when to switch to more powerful Retinue and Opponents.
Prepare to Attack		An Action a Player Character may choose to perform during her Turn in a Combat Round.

Term	Acronym	Description
Prepare to Cast		An Action a Player Character may choose to perform during her Turn in a Combat Round.
Primary Skill User		The Player Character that is active at performing the task. Other Player Characters may perform Supporting Skill Checks.
Principle		An area of knowledge. A collection of Skills used with Magic and Alchemy.
Psyche	Psy	A Player Character Characteristic.
Quest		One of the adventures played during a gaming session of A Tale of Bravery.
Questbook		The book containing the Quests for A Tale of Bravery.
Quest Equipment		A type of Equipment card that can only be acquired through events in a Quest.
Raging		An Experience Level an Opponent can have.
Range	Rng.	The distance in Areas from the Attacker to the Target. Or maximum Range of a ranged weapon.
ranged weapon		A weapon that can hit targets from a distance, such as a bow or a throwing knife.
Reach		An Ability.
Reason	Rea	A Player Character Characteristic.
Recruit Action		An Upkeep Action. An attempt by the Party to recruit Retinue.
Recruitment cost		The number of Pennies it will cost to recruit a particular Retinue.
Recuperate Action		An Upkeep Action. An attempt by the Party to heal, recuperate and replenish Depleted Magic cards.
Reference Number		A unique number on each Player Character, Retinue or Area on the Tactical map.
Retain Magic		The DL that a Player must perform a Skill Check against to avoid having a Spell card Depleted.
Retinue		A member of the Party that is recruited through a Recruit Action. A Retinue is always attached to a Player Character.
Retinue card		A card that specifies the effects of a Retinue in the game.
Ruling Characteristic		The Player Character Characteristic associated with a Skill.
Salt		A Principle.
Section Number		The number of each Section in the Questbooks.
Shield		An Equipment used to defend yourself against attacks in a Battle.
Size		A number indicating how large a Retinue or Opponent is. Humans are Size 1.
Skill Check		A roll of several dice equal to the Total Skill of the Player Character, Companion or Opponent.
Skill Level		A value between 1 and 9 indicating how skilled the Player Character is in that Skill.
Skilled		An Experience Level a Retinue may have.


Term	Acronym	Description
Specialisation		Each Specialisation gives the Player Character certain advantages.
Specialisation card		Contains specifications on the effects of a particular Specialisation in the A Tale of Bravery game.
Squire		A Retinue.
Strength	Str	A Player Character Characteristic.
Strike to Pin		An Action a Player Character may choose to perform during her Turn in a Combat Round.
Success		Each die that comes up a 5 or 6 during a Skill Check is a Success.
Sulphur		A Principle.
Supporting Skill Check		Supporting Skill Checks produce a +1 Bonus that adds to the Primary Skill Users Total Skill.
Tactical map		A set of Game Board tiles on which Battles and Brawls are played out.
Target		The Player Character, Retinue or Opponent that is the target of an Attack or Magic Spell.
Target Condition	TC	A specification of how Opponents pick which Player Character or Companion to attack.
Throwing Weapons skill		A Skill.
Total Skill		The sum of the Ruling Characteristic plus the Skill Level plus any modifications and bonuses.
Trade Action		An Upkeep Action. An attempt by the party to purchase new equipment and sell unwanted equipment.
Turn		Part of a Player or Opponent Phase in a Combat round.
Two-Handed Weapons skill		A Skill.
two hands	2H	A specification that this Equipment card needs two Hand markers placed on it to be Equipped.
Uncommon Equipment		A type of Equipment card that is Uncommon.
Unique Equipment		A type of Equipment card that is Unique.
Unarmed skill		A Skill.
Unpinnable		An Ability.
Upkeep cost		5 Pennies paid every time an Upkeep Action is performed.
Water		A magical Element.
Wealth		The number of Pennies the Party has.
World Knowledge skill		A Skill.
Wounded		This indicates that the Player Character Characteristics sheet has its Wounded side face up.

Symbols and Icons

Ability card symbols

 The Ability card symbol.

Behaviour card symbols

 The Behaviour card symbol.

Character Sheet symbols

 Strength.

 Dexterity.

 Psyche.


 Reason.


 Move.

 Hit Points.

 Max Bravery.

 Armour / DL to hit.

 The Specialisations available to choose from.


 Starting Equipment cards.


 Starting Magic Spell cards.

 Unarmed Skill.

 One-Handed Weapons Skill.

 Two-Handed Weapons Skill.

 Throwing Weapons Skill.


 Bows and Crossbows Skill.

 Athletics Skill.

 Haggle Skill.


 Deceive Skill.

 Eloquence Skill.

 Leadership Skill.

 Hunting and Tracking Skill.

 Deft fingers Skill.

 World knowledge Skill.

 Medicine Skill.


 Air Element.

 Earth Element.

 Fire Element.

 Water Principle.

 Sulphur Principle.

 Mercury Principle.

 Salt Principle.

Companion card symbols

 The Companion card symbol.

 Hit Points.

 Armour / DL to hit.

 Attack value.

 Mind.


 Size value.

 Move.

 Weapon.


 Ability.

Condition card symbols








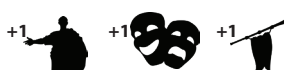
 The Condition card symbol.

 No Magic Spell casting allowed.
















 Etc. Skills that can't be used.



 Etc. Bonus to the Skill or Characteristic listed.

Equipment card symbols

-  The Equipment card symbol.
-  Quest Equipment card.
-  Enchanted.
-  Bonus to DL to hit when worn as Armour.
-  Considered to be Equipped even when carried in the Backpack.
-  No Magic Spell casting allowed while Equipped.
-  Etc. Skills that can't be used while Equipped.
-  Etc. Bonus to the Skill or Characteristic listed while Equipped.

Magic spell card symbols







-  The Magic Spell card symbol.
-  Casting.
-  Casting the Magic Spell creates a Burning Fire.
-  Casting the Magic Spell creates a Flooding.
-  Psyche.
-  Air Element.
-  Earth Element.
-  Fire Element.
-  Retain.
-  Reason.
-  Water Principle.
-  Sulphur Principle.
-  Mercury Principle.
-  Salt Principle.
-  The DL that must be achieved to be successful.

-  Instant Effect
-  Lasting Effect




Opponent card symbols

-  The Opponent card symbol.
-  Mean Experience Level.
-  Raging Experience Level.
-  Brutal Experience Level.
-  Hit Points.
-  Armour / DL to hit.
-  Attack value.
-  Mind.
-  Size value.
-  Move.
-  Weapon.
-  The Opponents Target Condition.
-  The Behaviour of the Opponent.
-  The Abilities the Opponent has if any.

Retinue card symbols

-  The Retinue card symbol.
-  Novice Experience Level.
-  Skilled Experience Level.
-  Elite Experience Level.
-  Etc. Bonus to the listed Skill while a member of the Party.
-  Etc. The Skill Level given by the Retinue.

Specialisation card symbols

-  The Specialisation card symbol.
-  Etc. The skills used or affected by the Condition.
-  The DL that must be achieved to be successful.

The Power Chart for photocopying

Below you can find the Power Chart for your reference. Please feel free to photocopy this page or download the Power Chart for your personal use from www.barsarkentertainment.com.

		The Power Chart			
		Opponent- and Retinue level			
		Novice Retinue Mean Opponents 0 - 5 XP		Skilled Retinue Raging Opponents 6 - 10 XP	
		0 - 5 XP		6 - 15 XP	
Difficulty Level (DL)	XP:	<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"/>	
	Zero	0		0	Zero
	Very Easy	0		1	Very Easy
	Easy	1		2	Easy
	Average	2		3	Average
	Hard	3		4	Hard
	Very Hard	4		5	Very Hard

Credits

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