

# Heirs to the Lost World



Role-Playing in the Mythic New World  
During the Age of Exploration



# Heirs to the Lost World

*Heirs to the Lost World* is a table-top (pencil and paper) role-playing game set at the fringe of contact between the Old and New Worlds in an alternate history in which the Aztec Empire never fell.

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## Trait Level Meanings

Trait Level	Meaning
1	Below Average
2	Average human
3	Above hero
4	Exceptional hero
5	Outstanding hero

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## Skill Rank Meanings

Skill Rank	Meaning
0	Untrained
1	Novice
2	Talented
3	Capable
4	Expert
5	Master

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## Difficulty Scale

Task	Difficulty
Easy	1
Average	3
Hard	5
Very Hard	7
Difficult	9
Heroic	12

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## Spending Effort Dice

You can spend an Effort die to:

- Perform an action that takes about 1 second, without a risk of failure.
- Move a number of 2-yard hexes equal to your Speed (a maximum of twice per turn).
- Roll the Effort die (or dice) in a skill or trait check (a minimum of one die up to a maximum equal to the corresponding trait).
- Roll the Effort die (or dice) in a damage roll (a maximum of dice equal to corresponding trait).
- Declare a Stunt.
- Increase Dodge or Parry defense before an attack (a maximum equal to your Dodge or Parry).
- Set aside the Effort die (or dice) for a held action (these dice are not spent if the trigger does not happen).
- Gain +1 Initiative for the round.
- Some Assets and Path abilities require spending an Effort die to "activate" the Asset or ability

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## Advancements and their Cost in Character Points

CP Cost	Advancement
1	Gain a new skill at rank 1d.
1	Raise an existing skill by one rank if the skill's current rank is equal to or less than the corresponding trait.
1	Raise an existing power by one rank, if the power's current rank is equal to or less than the magic trait level.
2	Raise a skill by one rank if the skill's current rank is greater than the corresponding trait.
2	Raise an existing power by one rank if the power's current rank is greater than the magic trait level.
X	Gain an ability in a Path (X= the ability's stage number)
Varies	Gain a new Asset.
Varies	Gain a new Path.
2Y	*Increase a trait from Y-1 to Y (for example, it costs 6 Character points to raise a trait from 2e to 3e, and 8 Character points to go from 3e to 4e).

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## Spellcasting

### Grade 1

Difficulty = 3 if cast on a neutral or willing target  
 Difficulty = a single Resist Target if cast on an unwilling target.

### Grade 2

Difficulty = 5 if cast on a neutral or willing target  
 Difficulty = the sum of two Resist Targets if cast on an unwilling target.

### Grade 3

Difficulty = 7 if cast on a neutral or willing target  
 Difficulty = the sum of three Resist Targets if cast on an unwilling target.

### Grade 4

Difficulty = 9 if cast on a neutral or willing target  
 Difficulty = the sum of four Resist Targets if cast on an unwilling target.

Grade	Meaning
1	Minor change in immediate environment (e.g., darken a room from regular light to dim light, cause rain on an overcast day); increase a Resist Target by 1; increase a skill by +2d; increase a trait by +1e; small shift of target's emotions/thinking (e.g., from friendly to very friendly)
2	Moderate change to the environment (e.g., darken a room from regular light to darkness, cause rain on a partly cloudy day); inflict a wound on a target; increase a Resist Target by 2; moderate shift of target's emotions/thinking (e.g., from dislike to neutral)
3	Large change to the environment (e.g., cause a storm on a sunny day); visual illusion; invisibility; increase a Resist Target by 3; spiritwalk; large shift of target's emotions/thinking (e.g., from hate to mild dislike)
4	Drastic change to the environment (e.g., cause a local earthquake); flight; increase a Resist Target by 4; extreme shift of target's emotions/thinking (e.g., from hate to love)

## Spell Roll Penalties

-2	If bound or cannot gesture
-2	If gagged or cannot speak
-2	If no talisman
5	Per repeated attempt at same failed action

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## Sequence of Play in a Round

- Each Major Character refreshes a number of spent Effort dice equal to his Fitness.
- Determine the Initiative order. (Remember Major Characters may spend Effort dice or hold their action to change the Initiative order.)
- The character with the highest Initiative may take his turn.
- Repeat until every character has taken a turn, down to the character with the lowest Initiative.
- The round ends and the next one begins.

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## Guidelines for Awarding Character Points and Destiny Points

- Achieving an adventure's primary objective should earn 2 to 4 Character points.
- Achieving an adventure's secondary objective should earn 0 to 2 Character points.
- Success in a scene should not earn any Character points, but perhaps a Destiny point if a player's performance or action was especially cinematic.
- Exceptional role-playing, such as taking risks to incorporate Major Complications, should earn a Destiny point.
- Exceptional role-playing over several scenes could earn a Character point.
- Taking risks in an effort to achieve a Major Motivation earns 1 Character point.
- A noteworthy and cinematic accomplishment earns a Destiny point.

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## Traits and Skills

**STRENGTH** - your raw physical power. It determines your damage in melee and thrown ranged combat.

*Skills: none*

**FORTITUDE** - your ability to withstand damage and other debilitating effects. It determines your Toughness (your resistance to damage in combat).

*Skills: Survival*

**BODY** - your athletic aptitude and degree of physical conditioning. It determines your Fitness.

*Skills: Athletics, Paddle, Swim*

**DEXTERITY** - your hand-eye coordination. It determines your damage in ranged combat, and it helps determine your Dodge defense and your Initiative.

*Skills: Bows, Craft, Firearms, Thievery*

**AGILITY** - your quickness, body control, and reflexes. It determines your Speed and Dodge defense.

*Skills: Acrobatics, Ride, Stealth, Throw*

**MELEE** - your hand-to-hand fighting ability. It determines your Parry defense.

*Skills: Blades, Heavy Weapons, Unarmed Combat*

**PRESENCE** - your social abilities, charisma, and bearing. It helps determine your Willpower.

*Skills: Entertain, Etiquette, Intimidate, Leadership, Persuade*

**NOTICE** - your observational abilities, including vision and hearing. It helps determine your Initiative.

*Skills: Search, Insight, Track, Weather Sense*

**CUNNING** - your wits, education, and accumulated learning. It helps determine your Initiative and Willpower.

*Skills: Heal, Knowledge, Sail*

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# Character Creation Summary

## Step 1. Character Concept and Group Brainstorm

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- What kinds of characters do you find interesting?
- What types of stories do you want to tell?
- Are you using the Standard Campaign Model?
- What unites the Heroes?
- What is your character's heritage?
- What is your character archetype, if any?

## Step 2. Something Extra

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- What makes your character different from others of the same archetype?
- What makes you excited to portray this character?

## Step 3. Assign Traits

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- 5 Effort Dice
- Each of your 9 traits starts at level 2e. Distribute 9 more levels as desired (level 5e only with GD permission)

## Step 4. Calculate Derived Stats

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- Fitness = BODY
- Speed = AGILITY
- Initiative = Dexterity + Notice . Cunning
- Parry Defense = MELEE
- Dodge Defense = the greater between AGILITY and DEXTERITY
- Willpower = the greater between PRESENCE and CUNNING
- Toughness = FORTITUDE
- Wealth Rank, Home = 3d and Away = 2d
- Destiny Points, Normal = PRESENCE and Maximum = 5
- Threshold = FORTITUDE + PRESENCE + CUNNING (only important for spellcasters)

## Step 5-8. Background (Youth, Taste of Adventure, and On Your Own) and Assign Free Character Points and Assets

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- Create your character's background
  - Youth
  - Taste of Adventure
  - On Your Own
- Assign your free Assets
  - Number of Languages equal to your CUNNING
  - Number of Contacts equal to your PRESENCE
  - One Area Knowledge location
- Within each trait, gain free skill ranks equal to the corresponding trait to be put in corresponding skills only (except for STRENGTH and magic traits)
- Spend 6 Character points on:
  - Skills (cost 1 up to your corresponding trait level, then cost 2 beyond)
  - Assets (cost varies)
  - Paths (cost varies, normally from 3 to 5)
  - Path abilities (must already have the Path, stage X abilities cost X, must always have more Path abilities in lower stages)
  - Spellcaster powers (1d free when you gain the power, thereafter raised just like skills, see individual Path description)
- Take up to 3 Major Motivations/Complications to gain an equal number of additional Character points

## Step 9. Finishing Touches and Bonus Character Points

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- Make sure you spent all 6 Character points, all free Assets, all free skill ranks, and bonus Character points from your Major Motivations/Complications
- Gain 1 additional Character point if your background is connected to at least two other PCs
- Purchase equipment (with your Wealth rank, as appropriate to your background)

# Combat Skill Check Summary

## Melee Combat

### Blades:

#### Attack

MELEE + Blades vs. target's Dodge or Parry

*Note: defender cannot use Parry if unarmed*

#### Damage

STRENGTH + Weapon DD vs. target's Toughness

### Heavy Weapons:

#### Attack

MELEE + Heavy Weapons vs. target's Dodge or Parry

*Note: defender cannot use Parry if unarmed*

#### Damage

STRENGTH + Weapon DD vs. target's Toughness

### Unarmed:

#### Attack

MELEE + Unarmed Combat vs. target's Dodge or Parry

#### Damage

STRENGTH + Unarmed DD (STRENGTH) vs. target's Toughness

### Note regarding defense:

The defending character decides whether to use Dodge or Parry defense with these restrictions: Characters can use Parry in melee combat. If unarmed or if armed only with a ranged weapon, a character can only use Parry if the attacker is unarmed. If using a shield, a character can use Parry against thrown and bow attacks as well. A character can also use Parry if attacked by an adjacent character using a ranged weapon.

## Ranged Combat

### Bows:

#### Attack

DEXTERITY + Bows vs. target's Dodge or Parry

*Note: defender can only use Parry if using shield*

#### Damage

DEXTERITY + Weapon DD vs. target's Toughness

### Firearms:

#### Attack

DEXTERITY + Firearms vs. target's Dodge

#### Damage

DEXTERITY + Weapon DD vs. target's Toughness

### Thrown:

#### Attack

DEXTERITY + Throw vs. target's Dodge or Parry

*Note: defender can only use Parry if using shield*

#### Damage

STRENGTH + Weapon DD vs. target's Toughness

### Ranged Attack Penalties

- 1 Target is prone (and non-adjacent) or has light cover (light cover includes attacks that pass through an occupied hex)
- 1 Dim lighting
- 1 Per Effort die (or action) spent to move by the attacker in the turn (for firearm or bow attacks only)
- 2 Target has medium cover
- 2 Attacker is prone, with a thrown or bow attack
- 2 Attacker using off-hand
- 2 Per range increment of the weapon
- 2 Target is in a grapple
- 5 Total darkness (only possible if the target's approximate position is known)

### Ranged Attack Bonuses

- +1 Target is moderately surprised
- +2 Target is completely surprised

### Melee Attack Penalties

- 1 Attacker is kneeling
- 1 Dim lighting
- 2 Attacker using off-hand
- 2 Attacker is prone
- 2 Attacker is unarmed vs. armed defender
- 2 Target is in a grapple
- 3 Total darkness (only possible if the target's approximate position is known)

### Melee Attack Bonuses

- +1 Target is prone
- +1 Attacker has advantageous terrain or position
- +1 Target is moderately surprised
- +2 Attacker is armed vs. unarmed defender
- +2 Target is completely surprised

## Combat Sequence of Play

- If both attacker and defender are Major Characters, the one with lower Initiative must reveal the number of Effort dice he will use (for attack or defense).
- Attacker makes his combat skill check against a difficulty equal to target's Dodge or Parry defense.
- If successful, the attack hits - continue to the next step. Otherwise, the attack misses - no effect.
- Attacker makes damage roll against a difficulty equal to target's Toughness. If the damage roll succeeds, the target takes wounds equal to the Damage Size of the attack. If it is unsuccessful, the target takes wounds equal to ½ the Damage Size (round down).

### Wound Effects

For each wound on a Major Character, the character loses an Effort die. When he loses his last Effort die, he falls unconscious.

On Minor Characters, mark wounds by placing a coin, glass bead, or other marker on its character card. When the number of wounds equals his FORTITUDE, the character is knocked unconscious.

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# Asset Summary Sheet

In the Cost column, some Assets list two different Character point costs followed by a letter in parenthesis. The letters in parenthesis refers to the first letter of a trait. For these Assets, use the lower Character point cost if you have the listed trait at a level of 4e or higher. Otherwise, use the higher Character point cost.

Asset	Cost	Summary Description
Able Drinker	1	+3d with regard to drinking
Adrenaline Rush	2 or 1 (F)	You can take a Fatigue point to refresh all Effort dice
Aim	2 or 1 (N)	You can spend X Effort dice (up to your ranged combat skill) in one turn, to gain +Xd on your ranged attack the next turn (but cannot move or attack this turn).
Ally	5*	You have an ally who adventures with you
Ambidextrous	2 or 1 (D)	You do not suffer the off-hand penalty
Ambush Attack	4 or 3 (A)	When your target is surprised, gain Stealth dice in an attack roll and +1 Damage Size
Animal Friend	1*	You connect well with animals and gain +3d when dealing with animals
Area Knowledge	½	You are familiar with a location
Art of Memory, Hear	2 or 1 (C)	You have a flawless memory regarding what you hear
Art of Memory, Read	2 or 1 (C)	You have a flawless memory regarding what you read
Art of Memory, See	2 or 1 (C)	You have a flawless memory regarding what you see
Attractive	1*	+2d on PRESENCE checks where appearance matters
Backing	1	You have the support of an organization
Bargain Hunter	1	You gain +1d on purchase rolls, +2d if in an Area Knowledge location
Battle Aggression	1	You can make Intercept attacks on characters moving out of your attack zone
Battlefield Coordinator	2 or 1 (P)	You can spend an Effort die so a Major Character can take his turn just after you
Blood Lust	2 or 1 (S)	Refresh an Effort die every time you wound someone in melee combat
Blindfighting	2 or 1 (N)	You do not suffer any melee combat penalties due to darkness or blindness.
Brave	1*	+1 Willpower to resist fear and intimidate
Ceaseless Vigilance	2 or 1 (N)	You cannot be surprised (so you can spend Effort dice on Dodge and Parry when surprised and the attacker does not get bonus)
Combat Maneuvers	2 or 1 (M)	You can spend an Effort die to prevent an Intercept attack on you
Combat Reactions	1	Each Effort die spent on Initiative gives +X Initiative where X equals your Insight skill rank.
Combat Technique: Melee	1	+Xd on melee damage rolls, X = # of 6's rolled in the attack.
Combat Technique: Ranged	1	+Xd on ranged damage rolls, X = # of 6's rolled in the attack.
Con Artist	2 or 1 (P)	When trying to deceive, you may spend Effort dice before your social skill check to give target a penalty on his Insight skill check to detect your lie. The penalty is -1 per Effort die spent.
Connections	1	You have a friend in high places
Contact	½	You have a contact
Dead Eye Shot	2	If any of your Effort dice roll a 6 in a successful ranged damage roll, your attack gains +1 Damage Size
Dead Eye Shot, Improved	3	If any of your dice roll a 6 in a successful ranged damage roll, your attack gains +1 Damage Size
Dive For Cover	3	You can take a Fatigue point and dive on the ground to avoid a wound (or wounds)
Driven	3 or 2 (F)	Can take a point of Fatigue to re-roll Mojo die
Education	1	You have had formal education
Empathy	2 or 1 (P)	You can make an Insight roll versus Willpower to get a read of the character's surface emotions.
En Garde	3 or 2 (M)	You can spend Effort dice on Parry defense even after seeing results of melee attack roll
Faith	2	You gain +1 Willpower vs. those opposed to your faith. You gain a Mark of Corruption if you act out of accord with your faith.
Famous	1	You are famous for something.
Feint	2 or 1 (M)	You can spend X Effort dice (up to your melee combat skill) in one turn, to gain +Xd on your melee attack the next turn (but cannot move or attack this turn).
Ferocious	2 or 1 (S)	If any of your Effort dice roll a 6 in a successful melee damage roll, your attack gains +1 Damage Size.
Ferocious, Improved	4 or 3 (S)	If any of your dice roll a 6 in a successful melee damage roll, your attack gains +1 Damage Size.
Fierce Scrapper	2 or 1 (S)	You can use Toughness in place of Parry defense in unarmed combat
Flanking Attack	3 or 2 (M)	Gain Stealth dice on melee attack and damage rolls on a target if you are flanking him.
Followers	5*	You have a group of Extras who adventure with you
Foot Speed	5*	+1 Speed
Frighten	2 or 1 (S)	You can cause a point of Fear with a frighten check against target's Willpower
Guardian Totem	2	Varies depending on spirit chosen
Hardy	1*	+1d to heal or resist fatigue, poison, or disease
Heroic Determination	10*	Gain an additional Effort die
Hero's Endurance	3 or 2 (F)	You can take a Fatigue point to gain 1 temporary Effort die for the scene
Hero's Resolve	3 or 2 (F)	Fatigue/Fear cannot reduce your refresh rate below 2
Hero's Sway	1	If you spend a Destiny point on another Major Character and he rolls a 6 on his Mojo die, the point is not spent
Incorruptible	1*	+1 Threshold
Increased Dodge	3 and up**	+1 Dodge defense
Increased Mojo	6*	You gain another Mojo die that can be used if you get an additional 6 in a roll
Increased Parry	3 and up**	+1 Parry defense
Increased Toughness	3 and up**	+1 Toughness

In the Cost column, some Assets list two different Character point costs followed by a letter in parenthesis. The letters in parenthesis refers to the first letter of a trait. For these Assets, use the lower Character point cost if you have the listed trait at a level of 4e or higher. Otherwise, use the higher Character point cost.

Asset	Cost	Summary Description
Increased Willpower	3 and up**	+1 Willpower
Inspire	3 or 2 (P)	You can spend an Effort die so your Allies and Followers act at your Initiative just after you
Iron Fists	3 or 2 (S)	When fighting unarmed against an armed opponent, you are considered armed. You can use Parry defense against armed opponents
Kip Up	1	You can move from prone to standing with a single action (Effort die)
Language	½	You can speak a language
Light Sleeper	1	You wake easily while sleeping
Linguist	1	You gain 2 languages and may communicate somewhat even without knowing the language
Literate, Glyphs	1	You can read and write languages you know that use glyphs
Literate, Latin Alphabet	1	You can read and write languages you know that use the Latin alphabet
Lucky	1	If you spend a Destiny point on yourself and roll a 6 on your Mojo die, the point is not spent
Magic Resistance	2*	You gain +1 to all your Resistance Targets against hostile magic
Magic Ward	1	You can spend Effort dice to apply penalties on spells cast on you
Magic Sense	2	You can sense magic with an Insight skill check at difficulty of 3
Met Tet (specify)	3	Varies depending on Loa
Mobility	3 or 2 (A)	If you spend an extra Effort die, you can disregard the restriction about moving through hexes occupied by enemies
Mobility, Improved	2 or 1 (A)	Same as Mobility but does not require spending an Effort die
Network of Contacts	2 or 1 (P)	You can spend a Destiny point to create a Contact
Night Eyes	3 or 2 (N)	You do not suffer darkness penalties except in total darkness
Offensive Maneuvering	3	You do not provoke Intercept attacks
Parry Riposte	3 or 2 (M)	You may attack out of turn with only Effort dice when using Parry defense
Possession	var.	You have a possession such as a ship, magical item, etc. The cost varies.
Protect Other	1	You can spend Effort dice to increase the defense of adjacent ally
Pummeling Blows	2*	+1d on unarmed damage rolls
Quick Draw	2 or 1 (D)	You can draw/nock a weapon/arrow as a free action
Reflexes	1*	Each Effort die spent on Initiative gives you +2 Initiative (instead of +1)
Resolute	2	You can spend Effort dice to increase your Willpower
Resolute, Improved	2	You must already have Resolute. You can spend Effort dice on Willpower after seeing roll.
Rich	1*	+1d Wealth rank Home and Away, or +2d Home Wealth rank only
Rousing Words	3 or 2 (P)	You can spend an Effort die at any time to allow all friendly Major Characters within 5 hexes (30 feet) to refresh an Effort die.
Seductive Allure	1	+2d to seduce or in situations when your sex appeal could be an asset
Shake It Off	4 or 3 (S/F)	You can take a Fatigue point and spend all Effort dice to ignore a wound
Sharp Eyes	2	You can spend Effort dice on NOTICE reaction checks (up to your NOTICE level).
Sixth Sense	1	You can make an Insight skill check to get the sense of a situation
Smite	4 or 3 (S)	You may spend an Effort die before melee attack roll. If both attack and damage rolls are successful, gain +1 damage Size. You cannot move in the same turn that you smite.
Snap Reactions	2	You can spend Effort dice on DEXTERITY and AGILITY reaction checks (up to your DEXTERITY and AGILITY levels respectively).
Speedy Response	3 or 2* (C)	You gain +1 Initiative
Spinning Parry	2 or 1 (M)	You may spend Effort dice for +1 Parry on all attacks until end of the turn
Spirit Blood	3 or 2 (P)	You may spiritwalk by conducting a rite and spending a Destiny point
Spot Weakness	2 or 1 (M)	Make an Insight skill check vs. Willpower to gain +1d on melee attack rolls
Status	1	You have high status
Tough As Nails	3 or 2 (S)	You can spend Effort dice to increase your Toughness
Tough As Nails, Improved	2 or 1 (S)	Must already have Tough As Nails. You can spend Effort dice on Toughness after seeing roll.
Uncanny Evasion	3 or 2 (A)	You can spend Effort dice to increase Dodge, even after seeing the results of the attack roll
Unlimited Possibilities	5	If your Mojo die rolls a 6, re-roll it and add the new result. Repeat until you don't roll a 6.
Untapped Potential	1*	Your maximum number of Destiny points is increased by one
Vigorous	5 or 4 (S)*	+1 Fitness
Weapon Focus	2*	+1d on damage rolls with the chosen weapon

\* = This Asset may be taken more than once. See Asset description for more information.

\*\* = This Asset costs 3 Character points the first time you take it; it costs 4 the second time, 5 the third time, and so on.

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# Sample Names

## English

Male First Names: Charles, Christopher, Daniel, David, Edmund, Edward, Francis, George, Henry, Isaac, Jacob, James, John, Michael, Oliver, Peter, Robert, Simon, Thomas, Walter, William

Female First Names: Alice, Anne, Aphra, Claire, Edith, Elizabeth, Grace, Mary, Rebecca, Sarah, Susan

Surnames: Alexander, Allan, Barrow, Bartlett, Best, Blair, Butcher, Campbell, Clifford, Davis, Drake, Findley, Foster, Garner, Gibbs, Grant, Haines, Hall, Hawkins, Hinds, Hoyle, Hudson, Johnson, Lewis, Lloyd, Lynch, Malcolm, Morgan, Morris, Richards, Roberts, Sharp, Smith, Taylor

## French

Male First Names: Francis, Francois, Claude, Guillaume, Jacob, Jacques, Jean, Jules, Maurice, Oliver, Paul, Phillippe, Pierre, Renee

Female First Names: Angelique, Charlotte, Chloe, Emilie, Fleur, Heloise, Isabelle, Jasmine, Julie, Madeleine, Marguerite, Marie, Sophie

Surnames: Albert, Aristide, Benoit, Blanc, Bonet, Cheval, Coxen, Ducasse, Dumas, Duran, Flaubert, Gaspard, Grammont, Lefranc, Massenet, Nau, Ogeron, Perrin, Picard, Richard, Valois

## Dutch

Male First Names: Adrian, Anthony, Bram, Christian, Dirk, Erasmus, Gottfried, Hiram, Jan, Johann, Jost, Karl, Laurens, Martin, Michael, Nikolaas, Piet, Pieter, Rock

Female First Names: Alva, Anke, Arabella, Carolien, Francisca, Gertrude, Hilde, Julienne, Madelijjn, Mirjam, Sofie

Surnames: Aarland, Andrieszoon, Benson, Bills, Binckes, Bradt, De Graaf, De Klerk, De Veaux, Evertsen, Geerts, Graaf, Grammont, Hendriks, Henning, Heyn, Hoorn, Jol, Loers, Mathis, Paulen, Reiff, Reyning, Street, Tullier, Van Der Berg, Van Dyke, Van Leer, Van Orden, Wenger

## Spanish

Male First Names: Antonio, Benito, Diego, Felipe, Fernando, Francisco, Gabriel, Gaspar, Gonzalo, Henriques, Hernando, Jose, Juan, Miguel, Pedro, Rafael

Female First Names: Aida, Ana, Blanca, Carmen, Claudia, Elena, Francesca, Isabella, Maria, Rosa, Sandra, Silvia

Surnames: Aguilar, Barrera, Campos, Castro, Chaves, Cruz, Diaz, Diego, Dominguez, Espinoza, Fernandez, Garcia, Hernandez, Martinez, Mendoza, Perez, Reyes, Sanchez, Santiago, Vasquez,

## Portuguese

Male First Names: Andre, Bartolomeu, Benito, Edwardo, Gil, Inacio, Leonardo, Luciano, Manoel, Miquel, Pardal, Paulo, Vicente

Female First Names: Catalina, Diana, Eva, Ines, Izabel, Gabriela, Marina, Marta, Rafaela, Rosalina, Sonia, Suzana

Surnames: Alves, Boas, Costa, Cruz, de Soto, Domingues, Ferro, Guerra, Neves, Ramos, Rivero, Rosario, Salvador, Sousa

## Aztec

Aztecs have two names, one based on their birthday (called their day sign) and a nickname. The day's name is a number 1

to 13 followed by the day sign. Players can also use the English translation to name their character.

Numbers: Ce (1), Ome (2), Yei (3), Nahui (4), Mahcuilli (5), Chicuacen (6), Chicome (7), Chicuei (8), Chiconahui (9), Matlactli (10), Matlactli Once (11), Matlactli Omome (12), Matlactli Omei (13)

Day signs: Cipactli (crocodile), Ehecatl (wind), Calli (house), Cuetzpalin (lizard), Coatl (snake), Miquiztli (death), Mazatl (deer), Tochtli (rabbit), Atl (water), Itzcuintli (dog), Ozomatli (monkey), Malinalli (grass), Acatl (reed), Ocelotl (jaguar), Quauhtli (eagle), Cozcaquauhtli (buzzard), Ollin (motion), Tecpatl (flint), Quiahuilitl (rain), Xochitl (flower)

Male: Acomiztli, Chalmecatli, Coatzontili, Coccoza, Copil, Cuetzpalli, Huemac, Itzcoatl, Luc, Mutex, Ocoyoalle, Onoalico. Opochtli, Pochotl, Quauhtlatoa, Quetzalmantzin, Tachtli, Tenoch, Teotalco, Texcoyo, Timas, Tizoc, Tzompan, Xocoyol, Yaotl, Zolan

Female: Acatlan, Atonal, Cihuaton, Ilancueitl, Itzacpapalotl, Ixtelotl, Metl, Miawatl, Nopaltzin, Papan, Tayanna, Tepin, Tezalco, Tlacotl, Toazimatl, Totonametl, Zitlalli

## Maya

Pick 1-3 names. Can also use the English translation.

Male: Ah (man), Akul, Arana, Balam (jaguar), Baat (ax), Ceh (deer), Chaan, Chaim, Chakan, Chel, Chelte, Chiich (bird), Chitam, Cuat (snake), Cuy, Ha (rain), Hanahpu, Hobnil, Hoi, Hun (one), Ich, Itzamnaj, Itzel, Janab, Joy, Jul (arrow), Kaak, Kaana, Kabal, Kawil, Kay, Kin, Kutim, Mascab, Mis, Mo (parrot), Muan, Mulac, Muul (hill), Nab (lake), Nhutalu, Okib, Op, Pacal, Pach, Pe-ek, Sinik (ant), Sotz (bat), Tan, Te-Kinich, Tepeu, Toc, Tocal (cloud), Tohil, Tunich (rock), Tuul, Tzohom, Uitzil (mountain), Wichu, Xbalanque, Xochil, Zotz

Female: Cakuk, Can, Ix (woman), Ixtab, Itzel, Kiichpan (beautiful), Kiik (sister), Nic-te (flower), Nuk, Puut (papaya), Yaah

## Carib

Male: Abiare, Allaari, Aquibulla, Aragallamu, Bayrumo, Buaruni, Cumaba, Cuayri, Dacume, Guayanere, Maccuja, Maliguamo, Marinatu, Nabiri, Nuari, Quatari, Sambula, Satulle, Uabirumo, Uanarumo, Unramo, Ybarumo, Ycabitari, Ytalla,

Female: Asana, Biribola, Curimi, Sito, Yruma, Yto

## Arawak

Male: Agueybana, Bohekio, Caonabo, Cayacoa, Guacunagaric, Kufa, Manicatoex, Orocobix

Female: Anacoana, Higuamota, Yuisa

## African

Abiola, Abrafo, Adisa, Afi, Ambe, Anaka, Aroroba, Bassey, Bussa, Carpata, Dandara, Fanta, Fedon, Gongoba, Ibos, Idowu, Kashka, Katambo, Kaya, Khari, Kofi, Kusi, Kwami, Malawa, Madshaka, Mbogabo, Mwalimo, Nayoy, Ndulu, Ngambo, Okpara, Sekou, Tano, Tebogoy, Tula

## American Indian

Male: Achak, Ahanu, Ake, Alawa, Alo, Amalivaca, Annawon, Aponi, Bena, Bochina, Chogan, Dojiji, Gaho, Haburi, Hadawako, Hassun, Jaci, Kai, Kaya, Keme, Kitchi, Kuruk, Magua, Malia, Mapi, Mirim, Molimo, Mosi, Otetiani, Peta, Sani, Seawi, Tama, Tarageorus, Tari, Trumak, Vochi

Female: Alawa, Anna, Chepi, Doli, Elan, Kalina, Kateri, Mahica, Nahcomis, Onatah, Orenda, Skenandoa, Sokanon, Takhi, Waynoka

## Melee Weapons

	Weapons	Damage Dice (DD)	Damage Size	Purchase Difficulty	Notes
Blades Skill	Dagger	STRENGTH +1d	1	1	-1 Parry defense
	Main Gauche	STRENGTH +1d	1	2	
	Cutlass	STRENGTH +2d	1	2	
	Saber / Rapier	STRENGTH +2d	1	4	
	Great Sword	STRENGTH +3d	1	5	Two-handed
	Macuahuitl	STRENGTH +2d	1	2	
	Great Macuahuitl	STRENGTH +3d	1	3	Two-handed
Heavy Weapons Skill	Spear / Boarding Pike	STRENGTH +2d	1	2	Two-handed
	Great Axe	STRENGTH +3d	1	4	Two-handed
	Small Club	STRENGTH +1d	1	0	(belaying pin)
	Large Club	STRENGTH +2d	1	0	Two-handed
	War Club	STRENGTH +2d	1	2	
	Staff	STRENGTH +2d	1	1	Two-handed
	Tomahawk	STRENGTH +1d	1	2	
	Pole Arm	STRENGTH +3d	1	3	Two-handed

## Ranged Weapons

	Weapons	Damage Dice (DD)	Damage Size	Range (in 2-yard hexes)	Purchase Difficulty	Notes
Firearms Skill	Musket	3d	2	10	3	Two-handed
	Blunderbuss	2d	3, see notes	5	4	Scattershot Two-handed
	Pistol	2d	2	5	4	
	Ammunition 10		-		2	Powder and shot
Bow Skill	Bow	5d	1	10	3	Two-handed
	Crossbow	5d	1	15	4	Two-handed
	Arrows/Bolts 10		-		1	
Throw Skill	Net	-	0	2	1	Entangle, Two-handed
	Bola	-	0	STRENGTH+2	1	Entangle
	Dagger	STRENGTH +1d	1	STRENGTH+1	1	
	Tomahawk	STRENGTH +1d	1	STRENGTH+1	2	
	Spear	STRENGTH +2d	1	STRENGTH+1	2	
	Grenado (Powder Flask)	6d / 3d	1	special	5	DD = 6d in the grenado's hex and 3d one hex away
	Sulfur Grenade (Stink Pot)	-	0	special	5	
	Rock	STRENGTH	1	STRENGTH+1	0	
	Javelin (alone)	STRENGTH +1d	1	STRENGTH+2	1	
Atlatl (throwing a javelin)	STRENGTH +2d	1	10	1	Two-handed	
Sling	STRENGTH +1d	1	10	1	Two-handed	
Knowledge (Cannon) Skill	Swivel Gun		3	20	6	Two-handed
	Swivel Gun - loaded with grapeshot		3, see notes	20		Scattershot
	Cannon		5	60	10	Two-handed. Crew needed.
	Cannon - loaded with grapeshot		5, see notes	60		Scattershot

## Armor

Item	Minimum STRENGTH	Purchase Difficulty	Toughness	Initiative	Swim	Dodge	Parry	Notes
Shield	-	4	-	-	-	-	+1	
Ichcahuipilli	3	3	+1	-1	-3	-	-	Cannot spend Effort on Dodge or Parry
Tlahuiztli	3	5	-	-	-3	-	-	Gain Tough as Nails Asset
Leather Jerkin, Buff Coat, Pitch Jacket	3	3	-	-1	-3	-	-	Gain Tough as Nails Asset
Slat Armor	3	3	-	-1	-3	-	-	Gain Tough as Nails Asset
Helmet and Breastplate	4	8	+2	-2	-5	-1	-	Cannot spend Effort on Dodge or Parry.

## Other Equipment

Item	Purchase Difficulty	Notes
Artisan tools	3	
Footwear	1	Including boots, shoes, moccasins, sandals, etc.
Camping equipment	2	Including flint, bedroll, tent, etc.
Carpenter tools	4	
Chain (10')	2	
Clothes	1	Such as hat, coat, shirt, pants, etc. Fancy clothes have a higher purchase difficulty.
Ehuatl	6	Warrior's feather mantle that identifies a powerful Aztec warrior
Feather headdress	8	
Grappling hook	2	
Gunsmith tools	4	
Horse	7	
Laboratory equipment	6	
Lantern	2	
Lock picks	5	
Locksmith tools	3	
Medical kit	4	
Navigation equipment	6	
Rations (1 day)	1	
Rope (20')	2	
Saddle, bridle, etc	3	
Spyglass	5	
Surgical kit	5	
Tavern meal	1	
Torch	2	
Writing equipment	2	

