

# Tests

## Success Level

## Acrobatics

## Bluff

## Gossip

## Meditation

Botch, Overwhelming Failure	Take 1 Fatigue, sent reeling and position doesn't change	Lie so badly you insult the other person.	You commit an embarrassing faux pas.	Nothing
Failure	Sent reeling & position unchanged.	The other person sees your bluff.	You get nothing.	Nothing
Tie	Unchanged position but act normally	They are suspicious of your claim.	Get the latest buzz. Often wrong.	Nothing
Success	Change position and choose new maneuver this round.	They believe you.	Get the latest news.	1 Spell Point
Overwhelming Success	Change position and choose new maneuver this round	You have converted them to your cause!	You get the inside information!	2 Spell Points and you get a free reroll

## Required Roll:

Speed & Acrobatics vs. Position Chart Difficulties

Mind OR Will, Charisma & Fast Talk vs. Mind & Psychology

Etiquette, Carousing, Race, Streetwise, QR Career vs. Town size

Wizard Trait & Meditation vs. Distraction Table

## Position Chart Difficulties

From kneeling to standing

From lying down to standing

From falling to flying (if appropriate)

Off Balance (from Reeling)

## Dice

2d8

2d10

2d8

not permitted

## Town Size

Hamlet (population 10+)

Village (population 100+)

Town (population 1,000+)

City (population 10,000+)

## Dice

d6

d8

d10

d12

## Distraction Table

In your private lodge in a place of magic power

A nice, quiet spot.

A private room at an Inn or normal household.

A room shared by others.

A noisy, boisterous place.

## Dice

None

2d4

2d6

2d8 or worse

2d10 or worse

## Contests of Strength

Break down an inner door.

Break down a barred door.

Lift a Big Gate

Arm wrestle someone else

## Dice

2d8

2d12

4d12

vs. Str

## Hiding

Mind, Camouflage, Stealth vs. Mind & Observation

## Using a skill without any skill

Roll your Mind twice and take the lower value

## Knowledge Tests

Field of Knowledge & Mind vs. Mind & Observation

History or Legend

Lore

Landmarks, Local Offices, Points of Interest

Area Knowledge

Guild Structure and Procedures

Appropriate Career

Local Laws, Judges & Rules

Law

Habits of Animals, marks And breeds

Animal Handling

## Leadership Table

## Dice

Outnumbered 2-1 or more

2d8

¼ of your group is down

2d4

½ of your group is down

2d8

¾ of your group is down

2d10

Rally ally from abnormal Mental State

Original difficulty

Charisma & Leadership vs. Difficulty

## Leadership Results

Botch, Overwhelm Failure

Full rout!

Failure

Partial rout. The number rolled is how many flee.

Tie

Stand ground unless a coward or craven

Success

Rally! Cure 1 ally

Overwhelming Success

Heroic rally! Never say die! & cure 2 allies of abnormal mental state

## Benefits of Focus

For Defense

+1 Bonus on 1 Defense roll (Parry, Block, Dodge)

To Hit

+1 on To-Hit Dice

To Reduce Spell Cost

Reduce by 1 Magic Point, down to zero

To Remove Awkwardness

May choose easy maneuver

Interrupt

"Act" to interrupt someone with higher initiative

Focussed Attack

Treat Successful attack as Overwhelming Success To Hit Cumulative with maneuvers

Reeling, Guarding, Abnormal Mental States disrupt focus

## Reeling Resolution

Botch

Fall down, drop weapon, Reeling, lose 1 Fatigue

Overwhelmingly Fail

Fall & Reel

Fail

Reel

Tie

No effect

Success

No effect

Overwhelming Success

No effect, scoff at attacker

# Ambush!

Ambushers use the lowest Speed score and the highest else wise for multiple characters. Targets use the highest dice of all characters.

Circumstance	Ambusher	Target	Result	Ambusher	Target
Not expecting trouble	Speed	Sixth Sense	Ambusher Botches	Normal State	Focused
Ready for trouble! (Normal during daytime or alert Guards at Night)		Mind	Target Succeeds	Normal State	Normal State
			Tie	Normal State	Focused
Known Area	Area Knowledge	Area Knowledge	Ambusher Succeeds	Focused	Normal State
Good Hiding Place	Camouflage, Stealth	Observation	Target Botches	Focused	Reeling
Traitor in the Midst	Traitor's Fast-Talk	Psychology			

# Positions!

Position	Defense	Attack	Move	Acrobatics
Standing	Normal	Normal	Normal	None
Kneeling	-1 dodge, no retreat	-1 to all weapons except for crossbows, guns & magic	None	2d8 to stand
Lying Down	-1 on all defense, but can retreat by rolling away.	-1 to all weapons except for crossbows, guns & magic	Roll at stride rate	2d10
Flying	Normal	Normal	Flying	None
Falling	-1 to all defense, no retreat possible	-1 to all attacks	Only Down	2d8 to fly (if appropriate)
Reeling	-1 to all defense, no retreat possible	No attack possible	None	None

# Long Term Healing

Total Damage Suffered	Easy: A whole day of bed rest	Medium: A day of minimal physical activity, no more than walking	Hard: A day of traveling, or a day with strenuous activity, such as a combat encounter	Extreme: A day with extreme physical labor, or very poor living conditions.
1	d4	2d4	2d6	2d8
2	d6	2d6	2d8	2d10
3	d8	2d8	2d10	2d12
4	d10	2d10	2d12	3d12
5	d12	2d12	3d12	3d12
6	2d12	3d12	3d12	4d12
7	2d12	3d12	4d12	4d12
8	3d12	4d12	4d12	4d12
9 or worse	3d12	4d12	5d12	6d12

## Healing Results Table

<i>Botch</i>	<i>Backslide!</i> Your wounds have become infected, or some other complication. This can be as complex as the Host wants, or it can be as simple as suffering one Wound.
<i>Overwhelming Failure, Failure, Tie</i>	No effect.
<i>Success, Overwhelming Success</i>	Replace one Wound with one Fatigue.

## Short Term Healing: First Aid Skill

<i>Botch</i>	<i>Oops!</i> Target suffers one Fatigue.
<i>All Failures Ties and all Successes</i>	<i>No Effect.</i> Target converts one Wound to one Fatigue

Difficulty is 2d6 for a proper dressing taking 5 minutes. For a rush job of only one minute, difficulty is 2d10. Roll is *Mind* and *First Aid* skill dice.

# Sequence Of Battle

People who are going to Guard (+2 Defense & 2 Parries or Blocks per weapon or shield carried, no Attacks) this round Announce

Reeling individuals don't get an initiative roll.

Those suffering from Reeling, recover from its effects. Those recovering this turn may only defend.

Roll Initiative (Mind & Speed or Tactics & Leader's Leadership die in a group with a Leader).

Use Acrobatics to change position if not reeling or Guarding.

Count down from 12 for First Rank Maneuvers.

If injured, roll Resolve & Will vs. Damage Dice or you start Reeling.

Count down from 12 for Second Rank Maneuvers.

If injured, roll Resolve & Will vs. Damage Dice or you start Reeling.

Count Down from 12 for Third Rank Maneuvers.

If injured, roll Resolve & Will vs. Damage Dice or you start Reeling.

If no Maneuver had been performed the character is now considered focused.

If injured and are in the Unconscious Band, every turn roll Resolve & Will vs. Unconscious Dice or collapse until injuries are healed with magic or first aid is successfully given.

If injured and are in the Death Band, roll Resolve & Will vs. Death Dice or suffer the icy grip of Death.

## Melee Modifiers

Circumstance	Modifier	How to avoid
Your weapon is awkward	Strike Awkwardly or Charge	Use lighter weapon or focus
Bad footing	-1	Gift of surefootedness
Torchlight or dusk	-1	Night vision or Echolocation
Starlight or candle	-2	Night vision or Echolocation
Blinded or in pitch darkness	-3	Echolocation
Attacking from front or left	Target gets shield die	Target gets shield die
Attack is unsuspected	+1, No Defense/Cover	Get a code of honor
Lying Down	-1	Get up/Change position
Light Weapon on Off-hand	-1	Gift of Ambidexterity
Riding	No attack die higher than the Ride die	Dismount or get Ride die of d12
Attack from Behind	+1, No Cover	Get a code of honor

## Scatter Rules (optional)

d12 direction (clockface with 12 as overshot & 6 o'clock as short)

Small scatter – roll & ADD the range dice in paces

Large scatter – roll the range dice twice & ADD them

## Throwing

## Range Band

Lift Bonus - Light	PB	S	M	L	X
0	-	0	1	2	5 paces
1	-	1	2	5	10
2	-	2	4	10	20
3	-	3	6	15	30
4	-	4	8	20	40
5	-	5	10	25	50
6	-	6	12	30	60

## Ranged Modifiers

Circumstance	Modifier	How to avoid
Lying down with bow or sling	-1	Get up/Change position
Your weapon is awkward	Must use Awkward Maneuver	Use lighter weapon or focus
Bad footing	-1	Gift of surefootedness
Torchlight or dusk	-1	Night vision or Echolocation
Starlight or candle	-2	Night vision or Echolocation
Blinded or in Pitch darkness	-3	Echolocation
Shielded Target	Target gets Cover die	Target gets shield die
Unsuspecting foe	+1, No defense or Cover dice	Get a code of honor
Soft cover like bush or fence	d8 Cover	Move to another spot
Hard cover like stone or brick	d12 Cover	Move to another spot
Trace target through others	d8 or Other's Body	Move to another spot
Braced with gun or crossbow	-1, but no defense, can abort to defend	Move or abort to defend
Using Off-hand	-1	Gift of Ambidexterity
Attacking from Behind	+1, No Cover	Get a code of honor

## Why you missed

Failed against Range dice

Target saved by Shield die

Target defended with Shield roll

Saved by secondary cover

Saved by trace die when firing past someone else

Target dodged

\* roll d8 for each person in line with the shot, if the d8

equals the attack roll, then that person is hit

## What happened

Missed! (Scatter)

Hit Shield

Hit Shield

Struck cover

Traced person must defend or get hit

Missed \*

## Range Attack Resolution

Botch	Disastrous Failure
Overwhelming Failure	Miss (Large Scatter)
Failure	Miss (Small Scatter)
Tie	Near Miss
Success	Target is <b>hit</b>
Overwhelming Success	Special <b>hit</b>

## Distance Modifiers

Dice

## Point Blank

None

## Short

d10

## Medium

2d10

## Long

3d10

## eXtreme

4d10

## Melee Maneuvers

Maneuvers	Rank	Movement	Defense	Effect
Change Position	Second	Stride	Normal	Change position with no roll needed
Charge!	First	Dash	None	No retreat possible, attacker sent Reeling
Focus	Third	Stride	Normal	Build Focus for next round
Guard	Zero	Stride	+2, double normal number parries & blocks	No attack
Move	1, 2 & 3	3 strides	Normal	No attack
Recover	Zero	Stride	Normal	Recover from reeling, no attack
Run	1, 2 & 3	3 dashes		No attack
Strike Awkward	Second	Stride	Normal	Attack with Awkward weapon
Strike First	First	Stride	Normal	
Strike Hard	Second	Stride	Normal	+1 damage
Strike Sure	Second	Stride	Normal	+1 to Hit
Strike Tandem	Second	Stride	Normal	2 weapons attack, offhand is at -1 to hit
Strike Twice	2 & 3	Stride	Normal	2 attacks, with each doing -1 damage

Retreats can also be added to nearly every maneuver. By backing away by 1 pace, you get an extra d8 for Defense.

## Ranged Maneuvers

Action	Initiative	Move	Defense	Effect
Throw Light Flail, Mace or Barbed Spine	Second	Stride	Normal	p. 173
Throw Light Axe, Spear or Sword	First	Stride	Normal	p. 173
<b>Slings</b>				
Loose loaded, easy sling	First	Stride	Normal	Fire easy sling
Loose loaded, awkward sling	Second	Stride	Normal	Fire Awkward sling
Load sling	Second	Stride	Normal	Takes 2 hands
<b>Bows</b>				
Loose loaded, easy bow	First	Stride	Normal	Takes 2 hands
Loose loaded, awkward bow	Second	Stride	Normal	Takes 2 hands
Load and loose Easy bow	Second	Stride	Normal	Takes 2 hands
Load and loose Awkward bow	Third	Stride	Normal	Takes 2 hands
<b>Crossbows</b>				
Loose loaded, easy crossbow	First	Stride	Normal	
Loose loaded, awkward crossbow	Second	Stride	Normal	
Load a Light crossbow by hand	1 & 2	Stride	Abort*	Takes 2 hands
Load a Med crossbow using footstrap	1, 2 & 3	None	Abort*	Takes 2 hands & foot
Prepare cranequelin – Heavy Crossbow	1, 2 & 3	None	Abort*	Takes 2 hands, pt 1 of 2
Load Heavy Crossbow using cranequelin	1, 2 & 3	None	Abort*	Takes 2 hands, pt 2 of 2
<b>Guns</b>				
Fire loaded, easy gun	First	Stride	Normal	
Fire awkward gun	Second	Stride	Normal	
Fire hang fired gun	Special (Third)	Stride	Normal	Takes 2 hands, fire gun that hung earlier. Don't fail!
<b>Other</b>				
Aim	1, 2 & 3	Stride	Abort*	Aim at single target, reduce range die by 1 step
Focus	Third	Stride	Normal	You are now focused for next Round

\*Long Maneuver requiring multiple ranks of initiative. If defend before action is complete then the action is not performed and 'abort' to defend. Start action over next round. If choose not to defend then attacker's To-Hit is vs. Difficulty '1'.

## Gun Spark Check

Condition	Difficulty
Clear Day	None
Windy, Fog, Ocean Spray	2d4
Very windy or light drizzle	2d6
unpleasant rain	2d8
driving rain or frosted gun	2d10
underwater	impossible

Difficulty is rolled against the gun's spark die (typically a d10). Any success means the weapon fires. Otherwise the gun *Hangfires* and drops by one for spark value.