



GENERIC ROLEPLAYING GAME SYSTEM - PERCENTILE VERSION

For brutal medieval fantasy settings

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1.0 Rolls and task resolution system

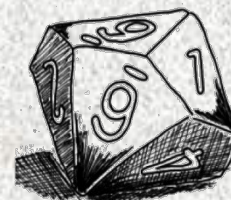
In the Lethal Formula system, basic rolls use 1D100 (two ten-sided dice), and the result is compared with the action's Target %. There are several types of roll.

1.1 Skill rolls

To make a skill roll, roll 1D100 and compare it with the Target %:

Target % = [skill ranks + average of the assigned attributes] x 5 + modifiers (see the table below). The result must be equal to or lower than the Target %.

- **Routine: +45%** Anyone could do it, at any time
- **Very easy: +30%** Anyone could do it almost every time
- **Easy: +15%** A trained person could do it almost every time
- **Average: +0%** A trained person would have a 50% chance
- **Hard: -15%** An expert would have a 50% chance
- **Very hard: -30%** An expert would often fail
- **Extreme: -45%** Impossible without exceptional skill (mastery)



Preparation: if there is time to proceed carefully, reduce the difficulty by one step, but the task will take longer.

No skill ranks and complex tasks: for skills representing highly complex tasks (such as surgery, advanced mathematical calculations, certain trades involving complicated work, etc.), when the character has no skill points, apply an additional -45% to the Target %. Most skills are considered natural and are not affected by this factor.

1.2 Attribute rolls

When common sense indicates that no skill is involved (for example, making a perception roll or forcing a door open), apply the relevant attribute twice. In other words, $1D100 \leq \text{Target \%}$, where the Target is the value of the assigned attribute, multiplied by 10. If both options could resolve a task (Empathy and Insight, for example), use the skill.

1.3 Opposed rolls

Opposed rolls are used when two or more characters compete. In an opposed roll, a success beats a failure. If both succeed, the character with more degrees of success (DoS) wins. If both fail, the character with the smallest margin of failure wins. A critical beats an ordinary success, and a fumble loses to an ordinary failure. If both score a critical, treat both as successes. If DoS are tied, compare the exact margin of success (the difference between the roll and the target number). If that is also tied, the previous situation remains unchanged; in combat, the defender wins.

1.4 Special cases

Failure: a result higher than the Target %.

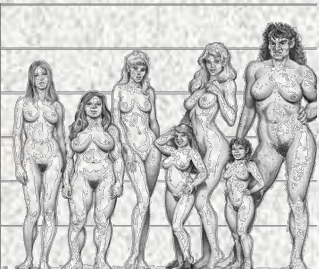
Automatic success or failure: 01 is always an automatic success. A result of 96–00 is always a failure, even if the Target % is higher.

Degrees of success: DoS are used in combat rolls and extended actions. They are calculated by subtracting the number of tens in the roll from the number of tens in the Target %. Targets above 100 use their full number of tens. DoS are only calculated if the roll succeeds; an automatic failure yields no DoS.

Degrees of failure: on a failed roll, gain 1 DoF for every full 10 points above the Target.

Fumbles or Criticals: a double result —11, 22... 99 or 00— indicates a critical if the roll succeeds or a fumble if it fails. Fumbles are determined using the table found after the critical-hit types.

2.0 Attributes: there are five primary attributes, which are used in skill rolls.

PRIMARY ATTRIBUTES			These attributes are essential to skill rolls because, together with the skill itself, they generate the Target %.
PHYSIQUE (10)	PHY		
DEXTERITY (14)	DEX		
INTELLIGENCE (15)	INT		
INSTINCT (17)	INS		
PRESENCE (10)	PRE		<u>Target %</u> : (skill value + average attributes) x5

The number in parentheses is the number of skills affected by that attribute.

2.1 Secondary attributes: each primary creates two secondary attributes with the same value and CAP. Racial modifiers to either apply to both. The primary's final value is their exact average, capped by its racial CAP (STR 4 and CON 5 produce PHY 4.5, contributing 22% to a skill).

Secondary attributes are used for rolls without a skill and for the factors detailed below.

PHYSIQUE	Strength (STR): physical and tangible power, build	Damage, Load, BM, Cycles
	Constitution (CON): physical stamina and resilience	HP, RR+, EXH, Healing
DEXTERITY	Agility (AGI): ability to use the body and interact with objects	DP+, Cycles
	Quickness (QUI): ability to react physically; reflexes	INI, BM
INTELLIGENCE	Empathy (EMP): aptitude for sensing the social environment	DP, Cycles, PP
	Reason (RSN): slow, rational and logical thinking system	DP+, % Spells, Cycles
INSTINCT	Intuition (INTU): fast, emotional and intuitive thinking system	DP, Cycles, PP
	Perception (PER): aptitude for sensing the physical environment	DP, INI, Cycles
PRESENCE	Charisma (CHA): mental and social power; character	Contacts, Cycles, RR, PP
	Willpower (WIL): mental stamina and force of will	HP, RR, EXH, PP+

2.2 Derived attributes: finally, the secondary attributes yield the following derived attributes.

Attribute	Related attribute or factor	Formula
Resistance Roll (RR)	Magic / Fear / Poison / Disease	See 3.9.1
Initiative (INI)	Quickness/Perception	$[(QUI + PER)/2] \times 5 + 1D100$
Hit Points (HP)	Constitution/Willpower/Physical Fitness	Racial HP factor + $[(CON + WIL + PF) \times 3]$
Exhaustion (EXH)	Constitution/Willpower/Physical Fitness	$[(CON + WIL)/2] \times 10 + PF$
Damage	Strength + the attack's DoS (see 5.0)	+X (STR5 would add +5 damage) + DoS
Carrying Capacity (CC)	Strength	STRx5 kg; +1 encumbrance per 5 kg over
Development Points (DP)	Agility, Reason, Perception, Empathy, Intuition	$(AGI + RSN) \times 20 + (PER + EMP + INTU) \times 10$ (see 6.3)

Note: all calculations are rounded down (the general rule for every calculation in Lethal Formula).

2.2.1 Wound healing: recovery times for serious wounds are as follows.

(in days)	Minor	Serious	Severe
Blood	1	5	25
Tissue	2	10	50
Bone	3	15	75



The character's Constitution modifies the healing rate:

Constitution	1	2-3	4-5	6-7	8-9	10+
Healing	x2	x1.5	x1	x0.7	x0.5	x0.3

2.2.2 Movement: Base movement (BM) is derived from three variables: Quickness, Strength and Height.

↓ QUI / STR →	1-2	3-5	6-7	8+	Obesity
1-2	4	5	5 (>170 cm = +1)	6	-3 (very obese)
3-5	5	6	6 (>175 cm = +1)	7	-2 (obese)
6-7	6	7	7 (>180 cm = +1)	8	-1 (overweight)
8+	7	8	8 (>185 cm = +1)	9	0 (healthy weight)

The result is the number of squares or meters the character can move with a MOV action.

Unusual movement is resolved as a MOV Manoeuvre (4.8.1), using the appropriate skill and difficulty.

3.0 Character creation

3.1 Race and attributes: choose a race and its attributes. Distribute two points among primaries and apply Ad transfers. Generate secondary attributes per 2.1 and apply Special modifiers. After all modifiers, recalculate each primary as the exact average of its two secondaries, retaining its CAP.

Race	PHY	DEX	INS	INT	PRE	Special	Fear	Magi	Pois	Dise	BM	Ta	Ad	HP
Human	4 (9)	4 (9)	4 (9)	4 (9)	4 (9)	Alter Fate, Restless Spirit	0	0	0	0	-	2	3	10
High Man	5 (10)	4 (9)	4 (9)	4 (9)	5 (10)	Born Leader	5	0	0	5	-	2	2	12
Dwarf	4 (9)	4 (9)	4 (9)	4 (9)	4 (9)	Bearer (1), Steadfastness, Night Vision, CON/WIL +1 (+1)	5	10	5	5	-1	2	1	12
Halfling	2 (5)	5 (10)	5 (10)	4 (9)	4 (9)	+1 Subterfuge, Thrown Weapons and Dodge; CON/WIL +1	0	10	5	10	-1	2	2	8
Elf	4 (9)	6 (11)	5 (10)	5 (10)	5 (10)	Night Vision, +1 Magical, Status > 2	5	0	5	∞	+1	1	1	10
Feral Man	4 (9)	4 (9)	5 (10)	4 (9)	3 (7)	Night Vision, Feral	5	0	5	5	+1	2	1	12
Half-orc	4 (9)	4 (9)	4 (9)	4 (9)	4 (9)	Night Vision, Bearer (1)	0	0	5	5	-	2	3	12
Ogre	7 (12)	3 (7)	3 (7)	2 (5)	3 (7)	Large Creature; -2 Subterfuge; -1 Interaction/Knowledge	15	0	5	5	-1	2	1	20

Racial base: parentheses show CAP. RR: racial modifiers (%) to Fear, Magic, Poison and Disease.

Special: Group modifiers apply to every skill in that group. Racial skill ranks are floating.

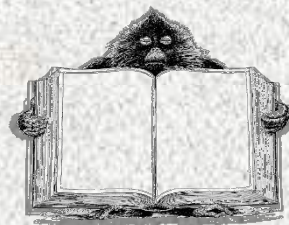
3.2 Talents, Adaptability and HP

Ta: no. of Talents (see Talents and Flaws, Appendix 6.5). Talents grant the character distinctive abilities.

Ad: grants Ad attribute transfers and 2xAd failed-roll rerolls. A transfer moves 1 point between primary attributes, never below 1 or above CAP. Each roll may be rerolled once.

HP: racial hit-point factor used in 2.2; also the die for unconsciousness below 0 HP and the maximum HP multiplier (HPx10).

- Alter Fate: used to try to escape desperate situations. One starting point plus variables
- Restless Spirit: improve the cost of 2 skills based on background. +1 CAP in two attributes. +20% XP
- Born Leader: +1 Leadership. +1 to Education (3.4) and Cycle (3.5) rolls. +1 Pay (3.6)
- Bearer (x): reduces encumbrance by (x) and increases carrying capacity by (x)x5
- Steadfastness: reduces stun by 1 turn and the action penalty from each CR suffered by 5%
- Feral: +1 Climb, Athletics, Physical Fitness, Dodge and Brawl. +1 (+1) to PHY or DEX. -1 Interaction
- Large Creature: as Steadfastness; also reduces both bleeding and the rank of criticals suffered (CR) by one. +2 Damage. Its racial HP factor is racial die x3 (60; it retains D20 for unconsciousness).



3.3 Cultural skills: make three rolls; each grants +1 normal rank in the indicated skill.

D6	Human/High Man	Dwarf	Elf	Halfling	Half-orc/Feral Man/Ogre	D6
1	Trade (choose one)	Trade (choose one)	Trade (choose one)	Trade (choose one)	Survival	1
2	Ride	Physical Fitness	Swim	Acrobatics	Climb	2
3	Streetwise	Streetwise	Navigation	Perform	Navigation	3
4	Negotiate	Negotiate	Diplomacy	Sleight of Hand	Tracking	4
5	Perform	Locksmithing	Stealth	Stealth	Stealth	5
6	Weapons (choose)	Armour	Dodge	Weapons (Thrown)	Weapons (choose)	6

3.4 Sorcery education: optional. Costs 300 DP (3.7) and allows learning and casting spells. After passing Admission, roll the remaining stages in order; failure does not block the next, except Qualification requires Practice.

Stage	Target	D10	Assessment and result
1 ↓	Admission	6+ WIL 5+: +3	2+ PP/level: automatic. Pass to learn and cast spells. Lose 2 Pay results
2 ↓	Fundamentals	7+ WIL 6+: +2	Choose a Career Path: automatic Entry and first Commission. +2 Magical Knowledge
3 ↓	Practice	8+ WIL 6+: +1	The first Promotion is automatic. Gain one spell. +1 Runes and +1 Magic Items.
4 ✓	Qualification	9+ RSN 6+: +1	Requires passing Practice. Gain one spell. Recover the two lost Pay results.

3.5 Cycles: five training cycles are completed (each represents one year of youth).

Career Path	D10	Entry	Entry Bonuses	Comm.	Bonus	Promotion	Bonus	Setback
Leader		7 +	+ 3 CHA 5+ + 2 INTU 6+	6 +	+ 1 CHA 5+	7 +	+ 1 RSN 6+	2 +
Scout		6 +	+ 3 INTU 5+ + 2 PER 6+	5 +	+ 1 INTU 5+	6 +	+ 1 PER 6+	3 +
Warrior		5 +	+ 3 STR 5+ + 2 AGI 6+	5 +	+ 1 STR 5+	6 +	+ 1 AGI 6+	4 +
Rogue		5 +	+ 3 PER 5+ + 2 AGI 6+	5 +	+ 1 PER 5+	6 +	+ 1 CHA 6+	4 +
Adventurer		6 +	+ 3 AGI 5+ + 2 CHA 6+	5 +	+ 1 AGI 5+	6 +	+ 1 INTU 6+	3 +
Sage		7 +	+ 3 RSN 5+ + 2 INTU 6+	6 +	+ 1 RSN 5+	7 +	+ 1 INTU 6+	2 +

- Roll **Entry**; on failure try another Career Path. First success is fixed. If all fail, create a beggar. Adaptability: one reroll.
- Each cycle, roll **Commission** and Setback; a Commission grants three ranks (3.5.1) and permits a Promotion roll.
- Each **Promotion** grants one additional level and its corresponding DP (see 3.7 and 6.3).
- If the **Setback** roll fails, roll again: 1, death; 2, convalescence and loss of that cycle's Pay; 3-10, no consequences.

3.5.1 Skill groups by career path: determines skill costs; see the table in Appendix 6.3.

Career Path	D6	1 (Basic *)	2 (Basic)	3 (Secondary)	4 (Secondary)	5 (Unrelated)	6 (Unrelated)
Leader		Interaction	Knowledge	Confrontation	Athletic	Exploration	Subterfuge
Scout		Exploration	Confrontation	Athletic	Subterfuge	Interaction	Knowledge
Warrior		Confrontation	Athletic	Exploration	Subterfuge	Interaction	Knowledge
Rogue		Subterfuge	Confrontation	Interaction	Athletic	Exploration	Knowledge
Adventurer		Athletic	Confrontation	Exploration	Interaction	Subterfuge	Knowledge
Sage		Knowledge	Interaction	Exploration	Athletic	Subterfuge	Confrontation

* Roll 3D6 separately for each Commission. Choose one skill from each group: +1 normal rank. One die may be changed to a 1.

3.6 Vocation and Pay: choose your vocation and determine resources you retain when leaving your former life.

Vocation	Leader	Scout	Warrior	Rogue	Adventurer	Sage
Courtly	Diplomat Diplomacy	Huntsman Tracking	Knight Armour	Spy Perform	Minstrel Acrobatics	Counsellor History
Religious	Preacher Persuasion	Pilgrim Languages	Templar Shield	Cultist Trickery	Ascetic Physical Fitness	Theologian Religion
Military	Captain Leadership	Scout Survival	Soldier Weapons	Saboteur Locksmithing	Rider Ride	Strategist Tactics
Crime	Crime Lord Insight	Investigator Investigation	Bounty Hunter Ambush	Thief Sleight of Hand	Bandit Climb	Forger Trade
Mercantile	Merchant Negotiate	Caravaneer Navigation	Collector Brawl	Smuggler Stealth	Courier Athletics	Physician Healing
Service	Broker Contacts	Herbalist Herbalism	Duelist Dodge	Guide Streetwise	Rescuer Swim	Tutor Teach

* Your Career Path and Vocation determine your profession and its favoured skill (+1 floating rank; see 6.5).

Vocation	D6	1	2	3	4	5	6
Courtly	Goods Money	Item +1 20	Language (7) 40	Contact (7) 60	Warhorse 100	Favour 150	Income 200
Religious	Goods Money	Item 10	Language (9) 20	Contact (7) 30	Donkey 50	Relic 80	Income 100
Military	Goods Money	Item 10	Language (6) 20	Contact (6) 30	Destrier 50	Equipment 70	Income 100
Crime	Goods Money	Item 10	Language (6) 20	Contact (6) 30	Pony 40	Equipment 80	Income + 160
Mercantile	Goods Money	Item 20	Language (7) 40	Contact (7) 60	Wagon and team 100	Warehouse or workshop 160	Income 240
Service	Goods Money	Item 20	Language (7) 30	Contact (9) 50	Palfrey 70	Equipment or herbarium 100	Income 120



* Each of the five cycles grants one Pay result, even without a Commission. Choose money or goods before each roll.

During creation, each cycle grants money or one good by vocation. A Setback may forfeit that cycle's Pay; sorcery education costs two Pay, recovered on Qualification. Money is wages or loot. Goods include weapons, armour, mounts, contacts, languages, tools, documents, herbs, books and quality items.

Money is in silver. A result marked '+' improves a good's quality or effect (Appendix 6.4). Income is periodic revenue from property, a pension, a business or exploitation rights; Income + is especially stable, profitable or prestigious.

Each result must be given a name and origin. Do not write only Contact (8), but instead:

"Garven, the army's chief surgeon, whom I met during the camp plague."

A written background is optional but recommended: it integrates the character and gives the Game Master material for bonds, enemies, memories, secrets and personal scenes. Explain why the character left their professional life.

If the background is valid and playable, the character gains +1 level and the corresponding DP.

The Game Master may grant minor gifts if the background provides genuine game material.

Released from service

The last Pay or good may be tied to why the character left the profession: wages collected before desertion, a fallen companion's weapon, a contact who helped them leave, or an income granted on retirement. This link changes no result and creates no debt or complication; it connects creation to the campaign's opening and establishes what the character retains and what former life lies behind.

Magical profession and lists

After five cycles, Vocation, Realm and Status determine magical profession (see Status and Magical Professions). School type grants one complete basic professional list to a Semi-spell user, or two to a Pure or Hybrid spell user. A complete list grants all its spells; casting still follows level, PP and action rules. Career Path determines learning costs only; it never changes the number of lists gained.

3.7 Skills: at level 1, a character has 600 DP, or 300 after admission to magic school. Each Commission grants three skill ranks. Each Promotion and the background add one character level. From level 2, gain the DP in 6.3, spendable on skills or secondary attributes.

A skill's value is five times the sum of its ranks (0-10) and the average of the related attributes (1-10).

Skill groups: with their related attributes and an explanation of each skill's function.

① Confrontation		② Subterfuge		③ Athletic	
Weapons (choose) *		Perform	INS/PRE	Ride	DEX/INS
Brawl	PHY/DEX	Stealth	DEX/PRE	Swim	PHY/DEX
Dodge	DEX/INS	Trickery	INS/PRE	Climb	PHY/DEX
Armour	PHY **	Streetwise	INS/PRE	Acrobatics	PHY/DEX
Shield	DEX/INS	Sleight of Hand	DEX/INS	Athletics	PHY/DEX
Ambush	-	Locksmithing	INS/DEX	Physical Fitness	PHY/DEX
④ Knowledge		⑤ Exploration		⑥ Interaction	
Trades (choose)	(variable)	Languages (choose)	-	Contacts (choose)	PRE ***
History	INS/INT	Navigation	INS/INT	Insight	INS/INT
Healing	INT/DEX	Tracking	INS/INT	Persuasion	INT/PRE
Religion	INT/PRE	Survival	PHY/INS	Leadership	INT/PRE
Tactics	INS/INT	Herbalism	INS/INT	Diplomacy	INT/PRE
Teach	INT/PRE	Investigation	INS/INT	Negotiate	INS/INT

- Combined skills: use their average, capped by the primary skill.
- For skills marked with (), choose a type. For example, Language (Imperial Human)
- Skills without attributes (-) do not add attributes to the final value. They are rated from 0 to 10

- ① Weapons: * **edged, crushing, polearms** (PHY/DEX); and projectile, firearm and thrown weapons (DEX/INS)
- ① Brawl: fight in close combat while unarmed or using improvised weapons. Allows Grapple attacks.
- ① Dodge: move to avoid a blow. It is the least costly defence, but difficult to master
- ① Armour: reduce encumbrance by ranks + (PHY-4). Talents reduce initial and minimum encumbrance (min. 0).
- ① Shield: allows use of the Block defence, adding the shield's own bonus
- ① Ambush: requires an attack from behind or unaware target. Requires a successful Stealth roll. Add ranks to damage
- ② Perform: ability to project false emotions, feign, act or lie convincingly. Disguise and deceive
- ② Stealth: stalk, hide, conceal objects, move silently and evade surveillance. Maximum 1 square per MOV
- ② Trickery: ability to gain an advantage in games of chance. Also used to swindle or steal by deception
- ② Streetwise: know the streets, find people or directions, pick up or pursue rumours, and know the underworld
- ② Sleight of Hand: ability to pick pockets, tie knots or juggle
- ② Locksmithing: force or manipulate mechanisms and locks. Set or disarm traps
- ③ Ride: ride and handle a mount; control manoeuvres and movement in combat. Horsemanship
- ③ Swim: move through water without touching the bottom or using other support. Also used to dive
- ③ Climb: ascend a high, hard-to-reach place using hands and feet. Scale or scramble
- ③ Acrobatics: acrobatic feats and risky movement manoeuvres; controlled falls. Balancing and contortion
- ③ Athletics: movement and manoeuvres, running, jumping, combined events and marching
- ③ Physical Fitness: each rank adds +3 HP and +1 EXH. Physical condition
- ④ Trades (choose one): professional practice, a craft or an art
- ④ History: knowledge of people and events from the distant or recent past. Geography, annals and cultures
- ④ Healing: first aid, surgery, stopping bleeding, anatomy, diagnosis and prolonged treatment
- ④ Religion: study of religious beliefs and dogma. Understanding divine nature, theology and prayer
- ④ Tactics: grants small group modifiers to the party (defence, initiative, attack, etc.)
- ④ Teach: passing knowledge, ideas or skills to someone who lacks them. Educate and train
- ⑤ Languages (choose one): languages in addition to the character's native tongue. From 4th onward, each one is cheaper
- ⑤ Navigation: determine location, find bearings, track position from movement and find the correct route
- ⑤ Tracking: identify and follow the tracks and trails of animals or people; erase your own tracks or create tracks
- ⑤ Survival: make fire, find shelter, fish or hunt, find drinking water and cope in the wilderness
- ⑤ Herbalism: find, identify and treat plants with medicinal or nutritional properties (fruit and berries). Flora and foraging
- ⑤ Investigation: search for, analyse and connect clues. Also examine books or writings. Acute or detailed observation
- ⑥ Contacts: *** represents a friend or ally. The rank indicates their involvement. PRE sets maximum number of contacts
- ⑥ Insight: analyse body language, speech habits and other patterns to perceive hidden motives or deception
- ⑥ Persuasion: convince someone of something through argument, seduction, coercion or intimidation
- ⑥ Leadership: summon, manage or motivate groups. Teamwork towards a purpose. Give orders in combat
- ⑥ Diplomacy: ability to negotiate agreements, establish peaceful contacts and smooth over social missteps
- ⑥ Negotiate: buy, sell or exchange goods. Appraise, haggle, and manage finances and business

Other skills and Trades may be proposed to the Game Master if relevant to the character.



3.8 Magic

Learning spells: learning is determined by the Reason attribute (RSN).

To learn a spell, the character must have the proper grimoire and invest development points (DP). Each rank invested (see Appendix 6.3) grants a 5% chance, plus Reason x5. Roll 1D100. At 100%, learn one spell. Above 100%, learn one spell and gain a chance to learn a second by adding Reason and modifiers again, and so on.

Sorcery education: after the cycles, Vocation and Status determine profession. Pure/Hybrid Leader or Sage gain two complete basic lists; Semi, any Career Path, one. Status 1 grants one complete open list without a profession. School spells must come from other accessible lists. See Status and Magical Professions.

Magic power: each spell consumes PP equal to its level. Each Realm uses one pair: Channelling INTU/WIL; Essence EMP/WIL; Mentalism CHA/WIL. For Hybrids, average the pairs of the involved Realms (WIL participates in each pair).

PP = (average / 3, rounded down) x level.

Essence EMP8/WIL6, level 10: 20 PP.

Spellcasting: the character must spend a major action (MAJ) and roll 1D100. The spell succeeds unless a fumble occurs. With no risk factors, a fumble occurs on 96-00 (5%). Each +10 to the Risk Factor (RF) widens the fumble range by one ten: with RF 10, a fumble occurs on 86-00; with RF 20, on 76-00; and so on. **If no fumble occurs, the spell works as written. Only Directed Spells can generate criticals.**

To cast spells of level 6 or higher, the caster must have a grimoire containing that spell.

3.8.1 Magical Skills

Channel power: efficiency = skill (0-100%). Filter sent and received PP separately; round down each time. The sender spends all sent. No PP is created.

Runes: read stored spells. Requires the full turn (MOV+MIN+MAJ); effect occurs at round end.

Magic items: use or identify magic items through lengthy investigation. If its function is known, +5 to the roll; on failure by 10 or less, retry next day at +5.

Directed spells: elemental attack; one roll resolves casting, attack and criticals (4.6). Fumble by magic range or failed double (77 against Target 60). Basic (1-5) and superior (6+) spells deal DDD + level damage.

Magical knowledge: advanced knowledge of magic, occultism and rituals; analyse spells, traces and phenomena.

Magical language: free vocal step before casting; choose a benefit and roll 1D100 at or below skill: PP -25% (minimum 1), RF -10, duration +50%, Directed Spells +5 or target RR -5. Failure does nothing and never fumbles. Spoken words are required.

Magical	Attribute
Channel power	INS/INT
Runes	INS/PRE
Magic items	INS/PRE
Directed spells	DEX/INS
Magical knowledge	INS/INT
Magical language	INS/INT

Leader, Sage:

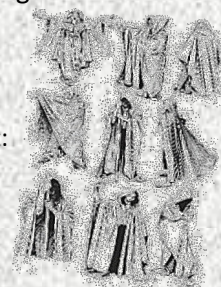
Basic

Adventurer, Scout:

Secondary

Warrior, Rogue:

Unrelated



3.8.2 Fumbles, armour and rest

Casting and overreaching: learned spells of the character's level or lower require no preparation. Higher-level spells require one turn per five-level band of difference: +1 to +5, one turn; +6 or more, two turns maximum. Spells marked with an asterisk require no preparation. Skipping each required turn adds +10 RF; casting above the character's level also adds +10 RF per level of difference.

Magic and armour use: except for Mentalism - affected only by helmets - and Channelling - which may use leather - armour increases the casting RF. Shields also increase it according to their Defence. See the accompanying table.

Gestures and words: casting a spell is performed at +15 INI and requires a series of gestures and words. Gestures create light and words create sound. The sorcerer may omit gestures, words or both, adding the RF shown in the table. In that case, the corresponding lights or sounds are not produced (magic is often used subtly), and the caster gains +5 initiative for each omitted component.

Circumstance	RF
Omit gestures or speech	+10
Omit both	+30
Leather helmet	+20
Metal helmet	+40
Armour	+abs.x10
Shield	+def.

Risk Factor increase

Cost and rest: a spell's PP cost equals its level. PP are recovered through rest every 24 hours. Certain substances may accelerate the process or temporarily increase potential.

Natural Wit: a talent that, without a school, lets a character choose ten castable spells from one Realm's open lists without Admission; the character keeps 600 DP and uses that Realm for PP. With a school, choose from accessible lists. It grants neither complete lists nor a profession.

3.9 Resistance and exhaustion rolls

Resisted spells, fear, poisons, drugs and diseases have an Attack Level (AL), but make no attack roll: the victim rolls. Exhaustion has its own rules, using the Exhaustion value (EXH), and affects characters in combat.

3.9.1 Resistance Rolls (Magic/Fear/Poisons/Diseases)

First calculate the victim's Target %:

Effective RR = Base RR + [5 x (defender level - AL)] + modifiers

Modifiers include talents and circumstances; positive modifiers favour the victim. 01 always succeeds and 96-00 always fails, as explained in 1.4.

Attack	Attack Level (AL)	Base RR	On failure
Resisted spell	Caster level	WIL x 5	The spell's effect is applied
Fear	Effect's Fear Level	$[(WIL + CHA) / 2] \times 5$	Suffers the fear effect (action penalties, flight, etc.)
Poison or drug	Potency Level	CON x 5	Suffers the substance's effect (with a specific toxicity)
Disease	Virulence Level	CON x 5	Contracts the disease (with a specific degree of severity)

A basic magical attack is a spell that acts directly on the victim and allows an RR; it does not require a Directed Spells roll. Resolution is binary: if the victim succeeds on the RR, it resists the spell; if it fails, it suffers the full stated effect. The margin does not alter its intensity unless the spell says otherwise.

For fear, poisons, drugs and diseases, failure applies the base effect. Every full 10 points between the failed roll and the RR equals 1 DoF; every 2 DoF increase severity by one degree: minor (0-1 DoF), moderate (2-3), severe (4-5), or very severe (6+). The GM determines the exact effects at each degree.

Fear caused by threats or intimidation is resolved with Persuasion; this RR is reserved for supernatural horrors.

Example: With RR 40%, rolling 73 means 3 degrees of failure (DoF). Apply a moderate effect.

3.9.2 Fatigue system (exhaustion)

A character's performance is limited by physical capacity and the strain of combat. Each character therefore has a reserve of Exhaustion Points (EXH).

Calculating Initial Exhaustion. At the start of combat, each character has EXH equal to:

EXH = $[(CON + WIL)/2] \times 10$ + Physical Fitness (the total energy available for the encounter).

EXH Cost per Turn

Combat is divided into turns. Characters spend EXH according to their actions:

- Base cost per active turn: -5 EXH
- A turn with a double action or two or more attacks costs 10 EXH total; these factors do not stack
- Charging or Galloping with Ride does not increase the rider's cost

At 0 EXH, a character's BM is halved and all rolls suffer -30%.

Recovery in Combat: a character may Catch Breath by taking no actions during its turn and using no more than one REA in the round, recovering $(CON + WIL)/2$ EXH. While mounted, the rider may Catch Breath by spending only MAJ, retaining MOV, MIN and REA.

Fatigue: after a long journey, severe physical punishment or prolonged effort, the GM may require a CON RR (CON x5) at an appropriate difficulty. Failure imposes -5% on all actions; a fumble imposes -10%. The penalty lasts until adequate rest and does not stack.

Quick Example: a character with CON 5, WIL 5 and Physical Fitness 5 starts with $(5 \times 10) + 5 = 55$ EXH; a normal turn costs 5, a foot Charge costs 10, and Catching Breath restores 5.

4.0 Combat

At the start of combat, determine initiative and proceed in descending order. When an attack is declared, the attacker rolls the relevant skill. If the defender has an REA, perceives the attack and can use a valid defence, make an opposed roll. A failed attack never hits, even if the defence also fails. If both attack and defence succeed, apply the opposed-roll rules from 1.3.

- **Initiative:** $[(Quickness + Perception) / 2] \times 5 + 1D100$. Base INI remains unchanged throughout combat.
- **Attack:** uses Weapons or Brawl. The Target % is calculated using the general skill rule.
- **Defence:** uses Dodge, the weapon skill used to Parry, or Shield to Block.



4.1 Attacks and Damage

This table lists the available weapons and summarises their main combat characteristics. Weapons are grouped into five categories: projectile, firearm, edged, crushing and polearms. The Damage column indicates which dice from the roll are added, identified in red. The Special column lists each weapon's properties and special rules. The PF and CT columns indicate its penetration factor and critical-hit type, described in section 5.0.

Type	Dmg Special	PF	CT
Sling	dDD +user's STR <=3; Reload MIN; Range L; Agile; Quick Shot	0	A
Shortbow	dDD +user's STR <=3; Reload MIN; Range M; Agile; Quick Shot	0	P
Composite bow	dDD +user's STR <=4; Reload MIN; Range L; Agile	1	P
Longbow	dDD +user's STR <=5; Reload MIN; Range VL; -30% mounted	1	P
Light crossbow	dDD +4 damage; Reload MAJ; Range L; Agile; Quick Shot or close combat	1	P
Heavy crossbow	dDD +6 damage; Reload 2xMAJ; Range VL; -30% mounted	2	P
Pistol	dDD +6 damage; Reload 2xMAJ; Quick Shot or close combat; Range M	2	P
Arquebus	dDD +7 damage; Reload 2xMAJ+MIN; Range L; -30% mounted	3	P
Musket	dDD +8 damage; Reload 3xMAJ; Unsupported -15%; Range VL; -30% mounted	4	P
Blunderbuss	dDD +5 damage; Reload 2xMAJ+MIN; Erratic; Cone; Range S	1	P
Dagger	dDD Parry -5%; Thrown (S); Agile; Versatile; PF2 vs Knocked Down/Submission Hold	0	T/P
Hand axe	dDD Overwhelming (5); Thrown (S)	1	T/A
2H axe	dDD Overwhelming (10)	1	T/A
Sword	dDD Parry +5%; Agile; Versatile	0	T/P
2H sword	dDD Parry +5%; Overwhelming (10)	0	T/P
Bastard sword	* * Change grip: use either the 1H Sword or 2H Sword profile	0	T/P
Mace	dDD Incapacitating; Agile	1	A
Heavy 2H mace	dDD Incapacitating; Overwhelming (5)	2	A
Hammer/Pick	dDD Incapacitating	2	A/P
2H Hammer/Pick	dDD Incapacitating	3	A/P
2H flail	dDD Incapacitating; Overwhelming (10); Erratic	1	A/P
2H halberd	dDD Reach; Overwhelming (5); Impale	1	T/P
2H staff	dDD Reach; Parry +5%; Agile	0	A/D
Spear	dDD Reach; Impale; Couched	0	P
Javelin	dDD Agile; Thrown (L)	0	P
2H pike	dDD Double reach; Long; Impale; Cannot be used mounted	1	P
Brawl	dDD Can only parry Brawl attacks; Agile	0	D/A
Shield	dDD Shield attacks use Brawl	0	D/A

- **CT:** Critical Type. If several are listed, declare one before rolling; otherwise use the first.
- **PF:** Penetration Factor. Reduces Armour Absorption by the listed value.
- **Melee Weapons:** add the user's Strength.
- **Projectile weapons:** add STR up to the listed maximum (<=), or the fixed bonus; Reload costs the actions shown between
- **Quick Shot:** the attack costs MIN and resolves normally. When shooting with MAJ, Aim is free.
- **Overwhelming:** the defender suffers -X% to Parry. A flail also applies it to Block. Dodge is unaffected.
- **Impale:** when Tackling a Charge, ignore the -4 Damage and add
- **Agile:** its MAJ attacks do not end or restrict MOV.
- **Thrown:** may be thrown within its range; see 4.6.
- **Reach:** attack and Tackle at 2 squares (3 with Double Reach).
- **Erratic:** on a fumble, roll twice and take the worse result.
- **Couched:** add +2 Damage on a mounted Charge.
- **Versatile:** improved Quick Attack at -10% and -3 Damage.
- **Incapacitating:** +5% when determining combat penalties
- **Cone:** may hit several targets within 3 squares.
- **Long:** -15% against adjacent targets.

Example: a character with Target 60% in Edged Weapons and STR 5 attacks with a sword against a foe who cannot defend and wears leather (Absorption 2). They declare Piercing, roll 43 and location 7: success with 2 DoS. The sword uses the highest and lowest dice, 7 and 3. Gross damage is 7 + 3 + 5 STR + 2 DoS = 17; after Absorption 2, it deals 15 at location 7. Read Piercing, column C, row 7.

Mobility and weapons: MAJ attacks limit MOV as explained in 4.8.1. The Agile weapon property removes this limit. **Charge** combines primary attack with secondary Athletics/Ride under 3.7; shooting in melee only if stated.

4.2 Armour

Armour	Absorption	Encumb	BM Details	Sleep
Leather	2	3 (0)	= Thick boiled and hardened leather	✓
Studded leather	4	6 (0)	= Leather reinforced with rivets or bands	Awkward
Mail or ring armour	6	9 (1)	= Leather with sewn-on mail or rings	Awkward
Brigandine or scale armour	8	12 (2)	-1* Leather with sewn-on scales; * PHY 7+ negates -BM	Seated
Plate armour	10	15 (3)	-1 Articulated steel plates	X

- Encumbrance penalises Initiative, Athletics, Stealth, Climb, Dodge and ranged attacks. It also affects Swim and Acrobatics at x3. Each point imposes -5% on rolls and -5 INI. It does not affect melee attacks.
- The Armour skill can reduce encumbrance down to the minimum shown in parentheses.
- The listed Absorption reduces damage suffered and affects any critical hit received (see section 5.0).

4.3 Defences

A Defence responds to an attack and is normally an opposed roll using the relevant skill (Block, Dodge or Parry with a weapon). Its Target % is (skill ranks + average of the assigned attributes) x5, plus modifiers.

Only one defence may be declared per attack, and the attack must be perceived (Stealth may prevent this in some cases).

These defences require spending a reaction (REA). Declare the expenditure before seeing the attack roll. If the attack fails, the REA is lost and the defence roll is still made. If the defence fumbles, apply the fumble.

- Dodge: used to avoid melee attacks (weapons or brawl) and thrown weapons. Resolve Dodge as an opposed roll between attack and dodge. If the defender wins, the attack is negated.
- Instinctive Dodge: If the defender does not spend an REA, apply a penalty to the attacker's Target % equal to the defender's Dodge ranks.
- Acrobatic Dodge (once per turn): As Dodge, but add Acrobatics ranks (1-10) to the Target %. The defender may also move 1 square of their choice. Requires a normal Acrobatics check.
- Parry: May only be used against melee attacks. Allows an opposed roll using the defender's weapon skill. If the defender wins, the attack is negated.
- Block: Requires a shield (see accompanying table). May be used against melee attacks, thrown weapons, projectiles and firearms. If the defender loses but succeeded on the roll, each DoS scored reduces damage by one. If the defender wins, the attack is negated.

Shield type	Defence	Enc.	Special
Buckler	+10%	0	Melee and thrown weapons only
Medium or heraldic	+15%	1	Also projectiles, but not firearms
Pavise or tower shield	+20%	2	Also firearms; if not planted (MIN), apply -5%



4.4 Modifiers and considerations

Stunned: a stunned character loses MAJ (pay the first available MAJ), acts at -30% and cannot declare double actions. A character unable to react loses any available REA.

Death and Unconsciousness: subtract the racial HP die from 0 to find the unconsciousness threshold (see 3.1). Death from HP shock occurs when HP reaches the negative of the character's maximum HP.

Modifiers for special circumstances in melee combat (Target % and Damage):

- | | | |
|-------------------------------|----------------------------|---|
| • Flanking: +5% and +1 | Bonus to attack and damage | The third opponent is flanking |
| • Darkness: -5%/-10% | Attack penalty | Night or enclosed, poorly lit places |
| • Surprise: +10% | Attack bonus | When the attack is completely unexpected |
| • Rear: +15% and +3 | Bonus to attack and damage | The fifth opponent gains the rear |
| • Prone opponent: +25% and +5 | Bonus to attack and damage | The most vulnerable situation. Bonuses do not stack |

4.5 Combat modes (optional)

Combat has three distinct modes or stances:

- Normal: attack and defence are unchanged.
- Aggressive: +10 attack, +2 damage, reactions -20 (melee only).
- Defensive: -10 attack, -2 damage, reactions +10 (or +15 with any type of shield).

Note: Aggressive mode cannot be used while impaired—for example, when badly wounded (below 10 HP) or after a minor failure on a Fear roll.

4.6 Ranged actions (modifiers)

Ranges	[Point	Short]	[Medium]	[Long	Very Long]
Distance to target	≤3: +15	≤10: 0	≤30: -15	≤60: -30	≤120: -45
Target mobility	Stationary	Walking	Running	Galloping	Extreme
Modifiers	+15	+5 (5 km/h)	0 (25 km/h)	-15 (50 km/h)	-45 (+50 km/h)

Anticipated shot Add the **instinctive dodge** bonus to the shot's final difficulty

Target defence See modifiers for target defence

- The listed range bands are squares or meters. Apply the result to the Target %.
- Ranged attacks: **Parry** cannot be used; **Block** works where the shield allows; **Dodge** only against Thrown weapons.
- Anticipated shot: the target knows it is about to be shot. Otherwise, Instinctive Dodge cannot be attempted.
- Target mobility: 'in combat' counts as Running.
- **Mounted shooting**: any shot after MOV begins combines the ranged attack (primary) with Ride (secondary), under 3.7. Galloping adds -15%. Weapon modifiers also apply. Agile and Quick Shot do not remove these adjustments.
- **Target-defence modifiers** (ranged weapons only):
- The target may be Defensive (+10 defence, or +15 with a shield) or Aggressive (-20 defence).
- The target may have cover from the environment and/or be prone (+/- variable).
- Weather such as wind, fog or, to a lesser degree, rain (+/- variable).



4.7 Turn and Initiative

A **round** lasts 10 seconds and includes one turn for each participant.

A **character's turn** is a continuous sequence of actions. During its turn, the active character may move and act by spending actions.

Initiative (INI) is set at the start of combat and lasts for the encounter unless a rule changes it. An action's INI modifier applies only to that action and must be announced at the start of the round or upon reaching the modified INI; all other actions use normal INI.

4.7.1 Movement

Base Movement (BM) lets a character move up to its BM in squares during its turn. Sprint or Gallop may increase this distance under 4.8.2.

Tactical Step: if a character does not move with MOV during its turn, it may move 1 square without spending an action, before or after acting. Exchanging MOV->MIN does not prevent this. It is neither an action nor MOV and cannot meet Charge's minimum distance, but it does trigger enemy Tackles.

4.8 Actions and Exhaustion

During its turn, a character has:

- **One Major Action (MAJ)**
- **One Minor Action (MIN)**
- **One Movement Action (MOV)**
- **One Reaction Action (REA)**, available from the start of combat

Exhaustion (EXH) represents the character's physical exertion:

- A turn normally costs **5 EXH**.
- A turn with a double action or two or more attacks **costs** 10 EXH; these factors do not stack. Charging or Galloping with Ride does not add 5 EXH to the rider.

4.8.1 Actions and Attacks

Attack and MOV: a MAJ Weapons or Brawl attack ends and spends any MOV in progress. If made before MOV, the character cannot then move with MOV, but may use Tactical Step and exchange MOV->MIN in the same turn; both are compatible. With an Agile weapon, it may start or continue MOV afterwards.

MOV Manoeuvre: unusual movement - jumping an obstacle, rolling, sliding, crossing difficult ground, climbing, a mounted manoeuvre, etc. - uses the skill and difficulty set by the GM. It normally costs MOV+MIN; a demanding manoeuvre may replace MIN with MAJ.

Situational attacks: a MAJ melee attack represents full physical impact, but attacks may also use MIN or REA.

Quick Attack (MIN) and Tackle (REA) are light contact, a shove or interference made with Melee Weapons or Brawl:

- Both resolve at -15% **and** -4 Damage (Versatile improves Quick Attack to -10% and -3 Damage).
- **Quick Attack** is made during MOV after moving at least 1 square. It does not interrupt movement and cannot be used from a stationary position.
- **Tackle** is declared when an opponent enters a square within weapon reach. Resolve it immediately; it does not stop movement. It may be repeated while REA remain, once per square in each move. Its fumbles use the MIN Attack column.

Two-weapon fighting: with two one-handed weapons and no shield, after a MAJ attack you may attack with the other weapon using MIN, even if you have not moved. This is a Quick Attack: apply the secondary weapon's modifiers and count it as a second attack. It must target the same opponent. If you do not make this attack, gain +5% to Parry until your next turn.

Charge: a violent melee attack based on speed and force. It is a MOV+MAJ double action requiring at least 2 squares along a coherent line, with no backing up to gain distance.

Resolve one roll combining the melee attack (primary) with Athletics/Ride (secondary), under **Combined Skills** (3.7). Fumbles use the MAJ Attack column.

On a hit, add +2 Damage (+4 mounted) and push the target 1 square in the Charge's direction.

On a failure, movement already made stands, but the attack misses.

As a **double action**, it adds **5 EXH** to the turn on foot; mounted, it adds no EXH to the rider.

MOV on mounts: while riding, the mount's BM replaces the character's; movement still costs MOV. Charge and Gallop (mounted Sprint) add no EXH to the rider. A rider may also Catch Breath by spending only MAJ.

Well-trained or well-bred mounts may grant the listed benefits:

- Mule: BM 9, +2 Gallop. Charges are Hard. Carries up to 100 kg.
- Pony: BM 10, +2 Gallop. +15% Ride on rough ground (negates the terrain penalty). 80 kg.
- Palfrey: BM 12, +2 Gallop. Ride +5%. Long-distance mount (+15% to Fatigue RR). 120 kg.
- Destrier: BM 13, +3 Gallop. +1 Damage on mounted Charges. Carries up to 150 kg.
- Courser: BM 14, +3 Gallop. Manoeuvrable (one turn of up to 90 degrees while Charging or Galloping). 110 kg.

Carrying capacity covers equipment, excluding the rider. Overloaded mounts cannot Charge or Gallop.

Grapple: a MAJ Brawl attack that may be defended normally. It deals no damage and imposes -5% on the opponent's actions per DoS until the attacker's next turn, when it must spend MIN to maintain or release it. The victim may spend MAJ and roll Brawl to break free; each DoS reduces the penalty by 5%. At 5+ DoS (-25%), it becomes a **Submission Hold**. While maintained, the attacker may make Quick Attacks without moving, improved by +15% and +2 Damage over their usual modifiers.

4.8.2 Double actions

The following three are double actions. Declare them before rolling; they spend the listed actions even on failure and add 5 EXH to the turn. Mounted Charge and Gallop do not add that 5 EXH to the rider. Each uses its own rule:

- **Heavy Attack:** one normal attack roll; on a hit, +2 Damage.
- **Charge:** one attack roll combined with Athletics or Ride, as in 4.8.1.
- **Sprint:** an Easy Athletics roll (+15%). Mounted, it is Gallop: use Ride at Average difficulty (+0%), with no benefits intended for a foot Sprint (such as the Good Footwork Talent).

Example: a foot Sprint spends MOV+MIN and requires an Easy Athletics roll. Success adds +2 BM; failure moves normally, without the bonus. Either way, the actions are spent and the turn costs 10 EXH.

4.8.3 Mental actions

The mental actions Intimidate **and** Provoke may use MIN with the usual modifier, or MAJ at +0%, without the -15% penalty.

- **Intimidate:** the opponent suffers -5% on its next action per DoS.
- **Provoke:** on success, during its next turn the target uses all its movement to approach the provocateur and spends MAJ to attack it.

The following mental actions delay the character's turn in Initiative order:

- **Opportunity action:** costs 1 MIN. Delay the character's turn, then re-enter the INI order before or after another character's turn, with no further condition.
- **Readied action:** free. Similar to an Opportunity action, but resolves after the declared trigger and once the triggering turn ends. If it does not occur, the character acts last in the round.

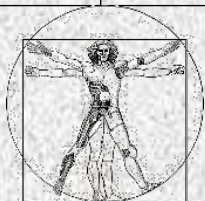
4.9 Actions per turn

Each turn, a character has: 1 Major Action (**MAJ**) + 1 Movement (**MOV**) + 1 Minor (**MIN**) + 1 Reaction (**REA**).

Permitted exchanges: MAJ → MIN (downgrade); MOV → MIN (downgrade); MIN → REA

Reaction: may be used during the character's turn (to avoid an attack) or outside it, and carries over between turns. It is available at the start of combat. At the start of a new turn, reset and recover the basic action set.

Exchange	
MAJ →	MIN
MOV →	MIN
MIN →	REA



Difficulty (DIF)	
Routine	+45%
Very Easy	+30%
Easy	+15%
Average	+0%
Hard	-15%
Very Hard	-30%
Extraord.	-45%

Note: Heavy Attack, Charge and Sprint are double actions: they spend the listed actions and add 5 EXH to the turn. Mounted Charge and Gallop do not add that 5 EXH to the rider. See 4.8.2.

Note: Intimidate and Provoke have an optimal range of 2 squares; apply -15% Target % per additional square.

MOV Manoeuvre may replace MIN with MAJ

Physical actions	Cost	Description	SKL	DIF
Attack	MAJ	Basic attack with Weapons or Brawl	Wpn	+0%
Heavy Attack	MAJ+MIN	Improved attack: +2 Damage	Wpn	+0%
Grapple	MAJ	Grab and restrain; see 4.8.1	Brawl	+0%
Break Grapple	MAJ	Reduce or escape a Grapple	Brawl	+0%
Shoot	MAJ	Basic Ranged Weapons attack	Wpn	+0%
Reload	*	* Cost listed for the weapon (4.1)	-	-
Aim	MIN	See Aim table (5.0)	-	-
Quick Attack	MIN	During MOV, after 1+ squares: -4	Wpn	-15%
Take by the hand	MIN	If adjacent	Sl. H.	+30%
Ingest or apply	MIN	If prepared and at hand	-	-
Draw weapon	MIN	With an Agile Weapon, draw two	-	-
Use object	MIN	Take out, stow, pick up, open, close...	-	-
Tackle	REA	Opponent enters your reach: -4	Wpn	-15%
Assist / Hinder	REA	+10% ally / -10% opponent	-	-
Dodge	REA	Avoid an attack	Dodge	+0%
Parry	REA	Avoid an attack	Wpn	+0%
Block	REA	Avoid an attack	Shield	+0%
Move	MOV	Use own or mount BM. See 2.2.2	-	-
Stand Up	MOV	Ends Knocked Down	-	-
Charge	MOV+MAJ	Attack + Athletics/Ride; see 4.8.1	Comb.	+0%
Sprint/Gallop	MOV+MIN	* Athletics +15%; Ride +0%	*	*
MOV Manoeuvre	MOV+MIN	* Appropriate skill; see 4.8.1	*	Var.
Mental actions	Cost	Description	SKL	DIF
Readied action	-	Set an Initiative trigger	-	-
Opportunity action	MIN	Delay Initiative; act earlier	-	-
Assess combat	MIN	Info on a foe; next REA +15%	PER	+30%
Intimidate / Provoke	MIN	Penalise action / Challenge; MAJ +0%	Persu	-15%
Cast spell	MAJ	* See Magic	*	*

Weapon is shorthand and may mean **Brawl**

(-) No roll required

5.0 Critical hits and hit location

Final damage of 10 or more causes a weapon-specific "**critical hit**" (CR), distinct from a "**critical**" roll (see 1.4).

- White die: choose one of the three attack dice for hit location. If 1D100 plus the white die shows 3, 6(0), 9, the result is 63 and location 9 is hit (a leg). In the tables, location runs vertically and damage horizontally.
- Multiple critical hits: at 30+ damage: 30F (A+E), 35G (B+E), 40H (C+E), 45I (D+E) and 50J (E+E).

The left table gives the difficulty of aimed melee and ranged attacks; the right resolves opposed combat rolls using DoS.

Penalty	Aim to an area
-15%	Torso, arms or legs
-30%	Head or neck
-45%	Eyes
-30%	Weapon or weapon hand

Successful Attack vs Successful Defence

If both succeed, compare degrees of success (DoS)

If DoS are tied, compare the exact margins

If both are critical, treat both as successes

If the attacker wins, add **+1 damage per DoS**. A critical doubles the damage

A failed defence adds no DoS to the attack

Note: for faster combat, print the critical and fumble tables separately and assign them to one player.

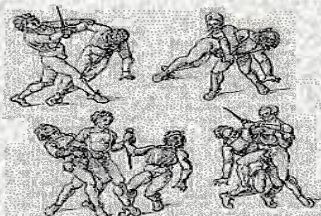
CRUSHING CRITICAL HITS (A)

	A 0-9	B 10-14	C 15-19	D 20-24	E 25+
1	-	You break your opponent's nose; they are stunned and unable to parry for 3 turns. They act at -15% for two days.	Blow to the top of the head. If the opponent wears no helmet, they are in a coma for 3 weeks. If they do, +20 damage and they are stunned for 10 turns.	Blow to the side of the opponent's head. If they are not wearing a helmet, you fracture their skull. If they are, you knock them unconscious for 4 hours. +20 damage.	You destroy your opponent's skull, killing them instantly. Add +10% to your next attack. Recover your MIN action if you spent it.
2	-	Blow to the opponent's shoulder. Minor fracture. The opponent fights at -5%, is stunned and cannot react for 2 turns.	Blow to the shoulder of the off arm. If the opponent wears armour 4-6, it breaks. Otherwise, the shoulder fractures and the arm becomes useless. They act at -15%.	Blow to the back of the opponent's neck, leaving them paralysed from the neck down. +25 damage and they are stunned for 4 turns.	Blow to the opponent's neck that breaks the spine and destroys the spinal cord. +25 damage; they fall and die after two turns.
3	-	Blow to the opponent's chest. +5 damage; they must react at -25% on their next REA. One rib is injured.	Blow to the chest. +15 damage. The opponent is stunned for 2 turns and acts at -5% from now on.	You shatter the shoulder of the weapon arm. The opponent drops everything and is stunned and unable to react for 3 turns. They act at -15%.	Blow to the opponent's chest. Fragments of the rib cage destroy the heart; they fall and die. Add +10% to your next attack.
4	-	Blow to the opponent's side. +4 damage. On their next REA, the opponent must react at -25%.	Blow to the opponent's side. +10 damage. They are stunned and unable to parry for 2 turns. They fight at -10%.	The blow strikes the back, destroying muscles and breaking bones. +20 damage. The opponent acts at -25%, falls down and is stunned for 6 turns.	Blow to the opponent's back. +25 damage. Bones pierce vital organs; the opponent falls and dies after 6 turns.
5	-	Blow to the lower back. +5 damage. The opponent is stunned and unable to react for 1 turn.	Blow to the hip. +7 damage; the opponent is stunned for 2 turns. They cannot react for 1 turn and act at -10% from now on. Add +5% to your next attack.	The blow breaks the opponent's hip. They act at -35% and fall down. +15 damage and stunned for 3 turns.	You shatter the opponent's hip. +35 damage. They are stunned for 2 turns, active again for 4 turns (at -20%), then die from nervous-system damage.
6	-	Blow to the opponent's arm. +5 damage; they must react at -25% on their next REA.	Blow to the opponent's weapon arm. Ugly wound. +9 damage and stunned without reacting for 1 turn. They act at -10%.	Blow to the elbow of the opponent's weapon arm. +9 damage. The joint is destroyed and the arm disabled. The opponent is stunned and unable to react for 2 turns. They act at -15%.	Blow to the armpit. +30 damage. You break ribs and destroy their side. The opponent falls and dies 3 turns later from damage to the organs and nervous system.
7	-	You surprise the opponent with a blow to their weapon forearm. +6 damage. They drop whatever that arm holds and are stunned for 1 turn.	Blow to the forearm. The opponent drops everything and acts at -5%. +10 damage and stunned for 1 turn.	Blow aimed at the off arm, shattering the wrist. The arm is now useless. The opponent is stunned for 1 turn. +6 damage. They act at -15%.	The blow shatters the off arm. Bone fragments sever an artery and a vein. The opponent dies from shock and blood loss after doing nothing for 9 turns.
8	-	Blow to the opponent's thigh. +5 damage; they must react at -25% on their next REA.	Blow aimed at the upper leg. Minor fracture. +12 damage. The opponent acts at -5% and loses initiative next turn.	The blow breaks a leg bone and damages cartilage. The opponent fights at -25% and moves at half BM. +12 damage. They are stunned and unable to react for 2 turns.	The blow shatters the thigh. +9 damage and a fractured femur. Bone splinters sever an artery. The opponent dies after 12 inactive turns.
9	-	You wound the opponent's calf. +6 damage. They lose initiative and act at -5% for 1 turn.	Severe calf wound. +10 damage. The opponent acts at -5% and loses initiative next turn.	The blow wounds the opponent's knee; they act at -10% and move at -2 from now on. +10 damage; stunned and unable to parry for 2 turns.	You shatter the opponent's knee. +9 damage; they fall and are stunned and unable to react for 3 turns, also acting at -45% and moving at half BM.
0	-	Weak blow. No additional damage.	+2 Damage.	+4 damage.	Glancing blow. +6 damage. The opponent loses some balance and initiative next turn.



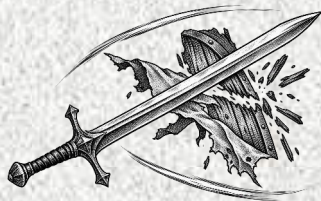
UNBALANCING CRITICAL HITS (D)

	A 0-9	B 10-14	C 15-19	D 20-24	E 25+
1	-	Blow to the head. +20 damage. The opponent is pushed back 2 squares and is stunned and unable to react for 6 turns.	Heavy blow to the head. If the opponent wears a helmet, they are pushed back 2 squares and stunned for 5 turns. Otherwise, they are unconscious for 24 hours.	Blow to the opponent's head, pushing them back 2 squares. If they wear a helmet, +9 damage, the helmet is destroyed and the opponent is stunned for 5 turns. Otherwise, the opponent is in a coma for 4 weeks.	Blow to the temple that pushes the opponent back 3 squares. Instant death. Add +10% to your next three attacks.
2	-	Blow to the shoulder that spins the opponent around. +7 damage. The opponent is stunned and unable to react for 2 turns while recovering.	Blow to the shoulder that sends the opponent spinning. +10 damage. The opponent acts at -10% due to a broken collarbone and is stunned and unable to react for 1 turn.	The opponent falls unconscious. +30 damage.	Blow that breaks the opponent's neck. They are pushed back 1 square, spin around and fall. They die from shock and asphyxiation after 3 turns.
3	-	Blow to the chest that knocks the air from the opponent's lungs. +10 damage. The opponent is stunned and unable to react for 1 turn.	Blow to the back that moves the opponent 2 squares sideways. +12 damage. The opponent is stunned and unable to react for 2 turns.	Brutal blow to the back that knocks the opponent down. +12 damage. They drop everything in their hands and are stunned and unable to react for 3 turns.	Blow to the upper chest that sends the opponent 2 squares sideways; they fall, break both arms and enter a coma lasting 2 months.
4	-	Blow to the side. +12 damage. The opponent is stunned and unable to react for 1 turn. Add +5% to your next attack.	Blow to the side that knocks the opponent down in a very unfavourable position. They are stunned and unable to react for 2 turns.	Blow to the left side, moving the opponent 1 square sideways. They break an ankle and fall. Move -2. Act at -25%. +11 damage.	Solid blow to the back that sends the opponent 2 squares away, face-first to the ground. Serious nervous-system damage. Paralysed from the waist down.
5	-	Blow to the side. The opponent must react at -25% for 1 turn. +5 damage.	Blow to the side. The opponent is moved 1 square sideways and stunned for 2 turns. +15 damage.	Well-placed blow that sends the opponent face-first to the ground. +10 damage. The opponent is stunned and unable to react for 2 turns.	Brutal blow to the hip that knocks the opponent down, tears a tendon and destroys the joint. Stunned and unable to parry for 5 turns. Leg disabled; move at half BM and act at -45%.
6	-	Blow to the arm. The opponent is stunned for 1 turn. +6 damage.	Blow to the weapon arm. The opponent is pushed back 1 square and stunned for 2 turns. +11 damage. Moderate fracture. The opponent fights at -10%.	Blow to the off arm. If the opponent wears armour 4+, the bracer is damaged and +10 damage. Otherwise, the arm is disabled; they act at -15% and are stunned for 5 turns.	Blow to the shoulder of the off arm. If the opponent wears armour 6 or 8, they are stunned for 5 turns. Otherwise, they fall with the arm disabled and faint.
7	-	The opponent loses balance and acts at -10% for 1 turn. +5 damage.	Blow to the arm that makes the opponent drop everything and leaves them stunned for 2 turns. Add +10% to your next action. +7 damage.	Heavy blow to the weapon arm. The opponent is pushed back 2 squares. +10 damage. They fight at -10%, drop everything and are stunned for 2 turns.	Solid blow that forces the opponent to kneel (stand with MIN). Any weapon they held flies 2 squares away. The opponent is stunned for 12 turns.
8	-	Glancing blow to the leg. If the opponent wears leg armour, +5 damage. Otherwise, +7 damage and stunned for 1 turn.	Heavy glancing blow to the leg. If the opponent wears leg armour, +10 damage. Otherwise, +12 damage and stunned for 2 turns.	Heavy blow to the opponent's thigh, knocking them down. +15 damage. The opponent is stunned and unable to react for 2 turns.	Blow to the leg that knocks the opponent down. +9 damage. They act at -40% due to a broken knee, move at half BM, and are stunned and unable to react for 3 turns.
9	-	You break the opponent's concentration; they lose initiative next turn. +4 damage.	Blow to the calf. If the opponent wears leg armour, +7 damage. Otherwise, +9 damage; the opponent is stunned for 2 turns and moves at -1.	Blow to the calf. The damaged muscle hinders movement by -2. The opponent loses initiative next turn. +7 damage.	Blow that breaks the opponent's leg; they now move at -4 (minimum 1). +12 damage. Stunned and unable to react for 1 turn.
0	-	Weak blow. +0 damage.	Glancing blow. +3 damage.	Blow to the back. +6 damage.	Blow to the back. +7 damage.



SLASHING CRITICAL HITS (T)

	A 0-9	B 10-14	C 15-19	D 20-24	E 25+
1	-	You sever one of the opponent's ears. +3 damage; they lose 3 HP per turn and hear at -25%. Stunned and unable to react for 1 turn.	You destroy one of the opponent's eyes. +5 damage; stunned and unable to react for the next 8 turns.	A blow to the side of the head leaves the opponent unconscious for 6 hours. +15 damage. If the opponent wears no helmet, they die.	The blow aimed at the opponent's head destroys the brain. Instant death.
2	-	You cut the opponent's neck. +6 damage; stunned for 1 turn and loses 2 HP per turn.	You slash the opponent's neck. Stunned for 4 turns and unable to react for the next 2. +8 damage. Add +5% to your next action.	You sever the opponent's spine. +20 damage. They fall suddenly and are permanently paralysed from the neck down.	The cut severs the opponent's head. It rolls near a random enemy combatant within 3 meters, causing them to lose initiative by stumbling.
3	-	Blow to the opponent's chest. Their next reaction is at -10%. The wound costs 1 HP per turn. +2 damage.	You cut the opponent's shoulder muscles. +5 damage; stunned for 3 turns and fights at -10% from now on. Add +5% to your next action.	You destroy the shoulder of the opponent's off arm. The arm is useless and they fight at -35%. Stunned for 2 turns. +9 damage.	The heart is destroyed. There is a 25% chance your weapon remains lodged in the opponent's body for two turns.
4	-	The opponent suffers a minor wound to the side, fights at -5% and loses 1 HP per turn. +3 damage.	Slash to the side: +7 damage and a severe wound. The opponent loses 6 HP per turn. Stunned and unable to parry for the next 2 turns.	Severe abdominal wound. +10 damage. The opponent loses 8 HP per turn, is stunned for 4 turns and cannot react for the next 2. Fights at -5%.	Slash to the side. +20 damage. The opponent dies in 3 turns from severe internal-organ damage and immediately falls unconscious.
5	-	Blow to the groin that stuns the opponent for 1 turn. Cannot parry. +3 damage and loses another 1 HP per turn.	Blow to the hip. +7 damage; stunned for 3 turns. Cannot react during the next turn and fights at -10% from now on. Add +5% to your next attack.	You destroy the opponent's hip, knocking them down. +6 damage. They fight at -45% and are considered prone for 3 turns.	You sever the opponent's arm. They are stunned and unable to react for the next 9 turns, after which they die. +15 damage.
6	-	Minor forearm wound. Stunned for 1 turn, loses 2 HP per turn and fights at -5%. +4 damage	Slash to the upper arm. +5 damage. The opponent loses 3 HP per turn and fights at -10%. Stunned and unable to react for the next 2 turns.	You destroy the elbow of the weapon arm. +8 damage. The opponent fights at -25%, is stunned for 4 turns and cannot react during the first 2 turns.	You sever the opponent's weapon arm. They are stunned and unable to react for the next 9 turns, after which they die. +15 damage.
7	-	Minor forearm wound. +3 damage. The opponent loses 2 HP per turn and fights at -5%.	Moderate forearm wound. +4 damage. The opponent loses 3 HP per turn, fights at -5% and is stunned for the next 2 turns.	You cut the tendons and break the bone of the off arm. The arm is disabled. +12 damage. The opponent fights at -20% and is stunned and unable to react for 3 turns.	You sever one of the opponent's hands. +6 damage. Stunned and unable to parry for the next 9 turns, after which they die. +15 damage.
8	-	Blow to the upper leg. If the opponent wears leg armour, +5 damage. Otherwise, +3 damage and loses 3 HP per turn.	Thigh wound. The opponent is stunned for 2 turns. +8 damage. Loses 5 HP per turn.	Slash to the lower leg, severing muscles and tendons. The opponent moves at -1 and fights at -35%. +8 damage and stunned for 4 turns.	You cut the opponent's Achilles tendon. They fall immediately, fight at -25% and lose consciousness after 6 turns from shock. +20 damage. Poor wretch...
9	-	Minor calf wound. The opponent loses 1 HP per turn. +2 damage.	Slash to the lower-leg tendons. The opponent fights at -15% and loses 2 HP per turn. +4 damage. Stunned for 2 turns.	You cut the muscles and sever the tendons of the lower leg. The opponent is stunned for 3 turns and cannot react for the next 2. Moves at -1 and fights at -25%.	If the opponent is not wearing metal armour, you sever one of their legs; they fall, lose consciousness and die after 9 turns. If they are, the cut severs lower-leg muscles. The opponent fights at -35%. +15 damage.
0	-	Weak blow. No additional damage.	+2 damage.	+4 damage.	The opponent loses balance. +5 damage. You gain initiative.



PIERCING CRITICAL HITS (P)

	A 0-9	B 10-14	C 15-19	D 20-24	E 25+
1	-	You sever one of the opponent's ears. +3 damage, plus 2 HP per turn and -25% hearing. Stunned and unable to react for 2 turns.	Blow to the back of the head. If the opponent wears no helmet, they die. If they do, +6 damage and knocked down for 2 turns.	Blow to the side of the head. The opponent falls unconscious for 6 hours. +10 damage. If they wear no helmet, you kill them.	Your weapon pierces one of the opponent's eyes, killing them instantly. Add +10% to your next action.
2	-	Blow to the neck. +5 damage. The opponent is stunned for 3 turns and unable to react for 1 turn.	Blow to the cervical region. The opponent loses 3 HP per turn, fights at -10% and is stunned for 2 turns.	The weapon pierces the opponent's neck, breaking the spine and severing the spinal cord. The opponent is permanently paralysed from the neck down.	Your weapon pierces the neck, severing an artery and a vein. The opponent cannot breathe, falls and dies.
3	-	Chest wound. The opponent loses 2 HP per turn. +3 damage, and must react at -25% for the next 2 turns.	Chest wound. The opponent loses 4 HP per turn. +5 damage and fights at -5%. Stunned and unable to react during the next turn.	The weapon pierces the shoulder of the off arm, leaving it useless. The opponent fights at -25% and is stunned for 3 turns. Add +5% to your next action.	Your weapon pierces the opponent's heart. They stagger back 3 meters looking for a place to die. Your weapon remains lodged in the body.
4	-	The opponent suffers a minor wound to the side. +2 damage. Fights at -5% and loses 2 HP per turn.	Wound to the side. The opponent loses 4 HP per turn and is stunned for 2 turns. Add +10% to your next attack.	Severe abdominal wound. The opponent loses 6 HP per turn. +10 damage. Stunned and unable to react for 3 turns. Fights at -10%.	The weapon pierces the side, destroying several organs. The opponent fights normally for 6 turns, then dies.
5	-	You wound the opponent on one side of the hip. Stunned for 1 turn and loses 2 HP per turn.	Blow to the lower back. The opponent loses 3 HP per turn. +5 damage. Stunned and unable to react during the next turn.	The weapon pierces one of the opponent's hips; they lose 3 HP per turn. +5 damage. Stunned and unable to react during the next turn.	You drive your weapon into the opponent's lower back. Internal bleeding and shock kill them in 6 turns; they fall unconscious.
6	-	Blow to the arm. If the opponent wears arm armour, +3 damage. Otherwise, stunned for 2 turns and loses 3 HP per turn.	Blow to the upper arm. +3 damage. The opponent loses 3 HP per turn, fights at -10% and is stunned for 2 turns.	Blow to the weapon arm, breaking the bone. The opponent fights at -15% and is stunned and unable to react for 3 turns. +10 damage.	You sever an artery in the opponent's arm. Stunned for 12 turns, then dies.
7	-	Minor forearm wound. +2 damage. The opponent loses 2 HP per turn and fights at -5%.	Forearm wound that costs 3 HP per turn; fights at -5%. The opponent is stunned for 2 turns.	The weapon destroys the elbow of the weapon arm. +3 damage and the arm is useless. The opponent fights at -20%, is stunned for 4 turns and cannot react for 2.	You sever an artery in the opponent's arm. Stunned for 6 turns, then dies after another 6 active turns.
8	-	Blow to the thigh. If the opponent wears leg armour, +3 damage. Otherwise, loses 2 HP per turn, fights at -5% and is stunned for 2 turns.	Moderate thigh wound. +5 damage. The opponent loses 2 HP per turn, fights at -5% and is stunned for 2 turns.	The weapon destroys the opponent's knee, knocking them down. Fights at -30% and remains down for 3 turns. Cannot react for 2 turns. Moves at -2.	The weapon pierces one of the opponent's legs, severing an artery. They fall, lose consciousness and die after 12 turns.
9	-	Minor calf wound. The opponent loses 1 HP per turn.	The weapon strikes the lower leg, tearing tendons. The opponent fights at -5%. +3 damage; stunned and unable to react for the next turn.	Blow to the lower leg. The opponent is stunned and unable to react for 2 turns. +5 damage and fights at -25%. Both muscles and tendons are cut. Moves at -1.	The weapon pierces the lower leg. The opponent is stunned and unable to react for 3 turns. Muscles and cartilage are severed; moves at -1 and fights at -35%.
0	-	Glancing blow. No additional damage.	+2 damage.	+4 damage.	A solid blow makes the opponent lose balance. You gain initiative. +5 damage.



HEAT CRITICAL HITS (C)

	A 0-9	B 10-14	C 15-19	D 20-24	E 25+
1	-	The blow stuns the opponent for 2 turns. If they wear a helmet, lose 8 HP and another 2 per turn. Without one, lose 11 HP and another 4 per turn.	Blow to the head. The opponent cannot see and acts at -45% for 6 turns. Without a helmet, loses 8 HP per turn and all hair. A helmet made of organic material is destroyed.	Blow to the head. If the opponent wears a full helmet, their eyes are destroyed and they are in a coma for 2 days. Otherwise, they die after 6 turns from shock and severe brain damage. +20 damage.	The opponent's head becomes a blackened stump, killing them instantly. Add +5% to your next roll.
2	-	Blow to the neck. If protected by neck armour, stunned and unable to parry for 3 turns. Otherwise, knocked down and loses 8 HP per turn.	Blow to the neck. With neck armour, loses 3 HP per turn and acts at -5%. Without it, unconscious and loses 10 HP per turn.	Blow to the neck that fuses the vertebrae and bonds skin to clothing. The opponent is permanently paralysed. +25 damage.	Blow to the neck that destroys the throat. The opponent loses 12 HP per turn and can do nothing for 9 turns, then dies. +20 damage. +5% to your next roll.
3	-	Blow to the chest. Stunned for 2 turns and unable to parry for 1. Acts at -5%. Add +5% to your next attack. +9 damage.	Blow to the chest. Stunned for 3 turns. Armour made of organic material is destroyed. Without chest armour, loses 6 HP per turn and acts at -10%.	Blow to the chest. Armour protecting it is destroyed. Loses 12 HP and is stunned for 3 turns. Without armour, knocked down, loses 6 HP per turn and fights at -30%.	The heat turns the centre of the target's body to vapour, destroying clothing, armour and everything carried. The opponent splits in two and dies. Add +5% to your next roll.
4	-	Blow to the back, knocking the opponent down. Stunned for 1 turn and loses 2 HP per turn. All organic matter on the opponent's back is destroyed.	Blow to the back, knocking the opponent down. +15 damage. Unconscious for 1 turn and loses 3 HP per turn. All organic material on the back is destroyed.	Blow to the abdomen. Armour is destroyed; the opponent falls unconscious and loses 2 HP per turn. Without armour, they die from organ damage after 12 inactive turns.	One side of the opponent is aflame. They die after 6 turns from multiple compound fractures, loss of organs and tissue, and boiling blood. +20 damage.
5	-	The opponent's clothing catches fire. Stunned and unable to parry for 1 turn, losing 9 HP each turn the clothing burns (takes 2 turns to extinguish). +12 damage.	Fire scorches the opponent's hip. Stunned and unable to parry for 2 turns. Acts at -15%. +12 damage.	Blow to the chest that knocks the opponent down. With armour, loses 2 HP per turn. Otherwise, weapon arm disabled and loses 4 HP per turn. +12 damage.	The lower half of the opponent's body is engulfed in flame. They die after 9 turns from massive loss of organs and tissue. +20 damage.
6	-	The blow stuns the opponent for 2 turns. +10 damage and loses 2 HP per turn. All cloth covering the arms is destroyed.	Blow to the arm; burns stun for 2 turns and cost 2 HP per turn. All cloth on that arm is destroyed; the opponent drops everything held.	Blow to the off arm. If holding a shield, drops it; an organic shield is destroyed. Without one, arm disabled, stunned for 6 turns, acts at -25%.	The blow burns both arms and the upper chest. The opponent loses the use of both arms and is stunned for 9 turns. +15 damage. Acts at -50%.
7	-	Fire stuns the opponent for 2 turns. +12 damage and loses 3 HP per turn. A wooden weapon in use is destroyed.	The blow makes the opponent drop everything held. Stunned and unable to react for 2 turns, and fights at -5%. +9 damage.	The opponent loses the weapon hand. All objects in it are destroyed. Stunned and unable to react for 3 turns; loses 5 HP per turn.	Blow to the shield arm. If holding a shield, it is destroyed and the hand is lost. Stunned 6 turns and acts at -25%. Without one, loses the arm and falls unconscious. +20 damage.
8	-	Blow to the leg. All organic material on it ignites, causing 6 HP loss per turn until extinguished (takes 1 turn). Stunned 2 turns. +10 damage.	The opponent is stunned for 2 turns. With leg armour, +7 damage and 1 HP per turn. Otherwise, +10 damage and another 3 HP per turn.	Blow to the leg. With armour, loses 2 HP per turn and acts at -10%. Without armour, tissue damage disables the leg; moves at -2 and fights at -40%.	Severe burns. The leg is disabled by tissue loss. Stunned and unable to parry for 6 turns, loses 4 HP per turn, moves at -3 and fights at -45%. +18 damage.
9	-	The blow stuns the opponent for 2 turns. With leg armour, loses 1 HP per turn; without it, loses 3 HP per turn.	If metal armour protects the legs, +8 damage. Otherwise, +9 damage and another 3 HP per turn. In either case, stunned for 2 turns.	Intense blow that burns the opponent's legs. Stunned and unable to react for 2 turns. Loses 4 HP per turn and fights at -5%. +1 damage.	Burns to the lower leg; loses the foot, but the wound is cauterised. Stunned and unable to react for 6 turns, loses 3 HP per turn, moves at -2 and fights at -40%. +15 damage.
0	-	Breeze of hot air. +0 damage.	+2 damage.	+4 damage.	The opponent feels the heat and loses initiative next turn (or 2 turns without armour). +5 damage.



COLD CRITICAL HITS (F)

	A 0-9	B 10-14	C 15-19	D 20-24	E 25+
1	-	The blow stuns the opponent for 1 turn. Loses 2 HP per turn and fights at -5% from facial shock. +8 damage.	Blow to the head that knocks the opponent down. With a helmet, stunned for 3 turns. Without one, stunned for 6 turns, fights at -25% and loses both ears.	The opponent enters a coma for 1 month and loses their nose from shock and severe frostbite. +21 damage.	The blow freezes and desiccates the opponent's head; they die after 1 turn. Brain and skull are brittle and dead. Add +5% to your next action.
2	-	The opponent is stunned and unable to react for 4 turns. Without protective armour or cloak, loses 5 HP per turn.	Blow to the neck. With neck armour, loses 4 HP per turn. Without it, fights at -25%, loses 5 HP per turn and is stunned for 3 turns.	Blow to the neck. With neck armour, stunned for 9 turns. Without it, loses the lips, cannot speak for 2 weeks and falls unconscious.	Blow to the neck and throat. With neck armour, falls unconscious. Without it, the neck freezes and shatters; the opponent dies after doing nothing for 9 turns.
3	-	Blow to the chest. Stunned for 2 turns and unable to react for 1. +12 damage.	Blow to the chest. Loses 4 HP per turn. With chest armour, stunned for 3 turns. Without it, falls and fights at -10%.	Blow to the chest. The opponent falls and drops everything held. Stunned for 8 turns from shock and nerve damage. Fights at -15%.	The opponent's body freezes solid, then shatters into a thousand pieces after falling 2 squares behind the point of impact.
4	-	Blow to the back. Stunned and unable to react for 1 turn. Frostbite. Fights at -5%. +10 damage.	The opponent is stunned for 2 turns and all exposed wood on their back becomes useless and brittle. Loses 2 HP per turn. +9 damage.	Blow to the back. Stunned for 3 turns and unable to react for 1. Fights at -10%. Frostbite. +13 damage.	Blow to the abdomen. With abdominal armour, falls unconscious and +17 damage. Without it, dies from internal-organ injuries after 9 turns.
5	-	Freezing blow to the back that desiccates all exposed organic matter there. Stunned and unable to react for 1 turn. +9 damage.	Blow to the side that pushes the opponent back 1 square. Blisters cost 3 HP per turn and stun for 2 turns. +10 damage.	Blow to the hip, shattering it. Stunned and unable to react for 3 turns, moves at -2 and fights at -35%. +17 damage.	Blow to the side, freezing and shattering the pelvis. Dies after 6 turns from shock and nerve damage. +18 damage.
6	-	Heavy but off-centre blow that stuns the opponent for 1 turn. Loses 3 HP per turn from frostbite to the wrist of the off arm. +8 damage.	Blow to the weapon arm. Drops anything in that hand. Stunned for 3 turns and fights at -15%. +13 damage. Frostbite.	Blow to the weapon arm. Frostbite and numbness disable the arm; stunned for 3 turns. Fights at -20% and +15 damage.	Blow to the shoulder, disabled by nerve and cartilage damage. Without bracers, unconscious for 1 day and loses 6 HP per turn. +15 damage.
7	-	Whirling blow that spins the opponent around. +10 damage and stunned for 1 turn. Drops everything held.	The opponent falls and is stunned for 4 turns. With wrist armour, loses 3 HP per turn. Without it, fights at -10% and loses 6 per turn.	Blow to the off arm. With a shield, +20 damage. Without one, arm disabled by muscle and nerve damage; fights at -15%. Stunned 5 turns.	The blow freezes both hands; the opponent loses the use of both arms. Fights at -50%, stunned for 9 turns and loses 6 HP per turn.
8	-	Heavy blow to the lower body. Stunned 2 turns. Without leg armour, loses 5 HP per turn from shock and pain.	Blow to the leg. Frostbite. Leather boots or greaves are destroyed. Stunned for 3 turns. +11 damage.	Blow to the thigh, breaking the bone and causing frostbite. Moves at -1, fights at -20%, loses 5 HP per turn and is stunned for 5 turns.	The lower half of the opponent's body freezes solid. Dies after doing nothing for 6 turns. +19 damage.
9	-	Frost-laden blow that makes the opponent lose initiative for 2 turns. +5 damage.	Heavy blow to the lower body, stunning the opponent for 1 turn. Foot protection is destroyed. If barefoot, fights at -10% from frostbite.	Blow to the legs. The opponent falls. With leg armour, stunned for 2 turns. Without it, loses the use of the left foot, moves at -2 and fights at -35%.	Blow to the lower legs that destroys foot protection, freezes both feet and stuns for 7 turns. Loses 6 HP per turn, moves at -2 and fights at -40%.
0	-	Breeze of cold air. +0 damage.	+2 damage.	+4 damage.	Cold blow. If armour or clothing protects the opponent, loses initiative next turn. Otherwise, +6 damage and loses initiative for 2 turns.



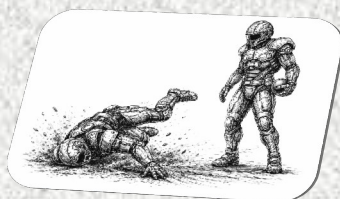
ELECTRICITY CRITICAL HITS (E)

	A 0-9	B 10-14	C 15-19	D 20-24	E 25+
1	-	A burst of light and smoke Stuns everyone within 1.5 metres of the opponent for 1 turn. The opponent is Knocked Down and Stunned for 3 turns.	Blow to the head. The opponent is blinded for 2 weeks, loses their nose and is Stunned for 9 turns. While blind, acts at -45%. Without a helmet, they are Knocked Down.	Blow to the head. A leather helmet is destroyed and the opponent falls into a coma for 2 months. Without one, their brain is destroyed and they die. Add +5% to your next roll.	Blow to the head. Generalised shock and severe damage to the cerebral cortex. The opponent falls unconscious and dies after 5 turns. +20 damage.
2	-	Blow to the upper chest. The opponent is Stunned for 2 turns and cannot use REA for 1 turn. +5 damage.	Blow to the neck and shoulders. With armour protecting the neck, the opponent is Stunned and cannot use REA for 6 turns. Otherwise, they lose the power of speech and fall unconscious. +10 damage.	Blow to the neck knocks the opponent unconscious. They cannot speak for 2 months and lose 4 HP per turn. +20 damage.	The blow passes through the neck and decapitates the opponent, killing them instantly. Add +5% to your next spell attack roll.
3	-	Blow to the chest. With leather armour, the opponent is Stunned for 2 turns; otherwise, they are Stunned for 3 turns.	Blow to the chest. The opponent is Knocked Down and loses 2 HP per turn from bleeding. +11 damage.	Blow to the chest. The opponent falls unconscious from shock. Bleeding and nerve damage cost 3 HP per turn. +18 damage.	Blow to the chest drives the opponent back 3 metres. Generalised nerve damage. They die from shock after 3 turns. +20 damage.
4	-	Blow to the back. The opponent is Stunned and cannot use REA for 1 turn. +9 damage.	Blow to the back. The opponent is Knocked Down and unconscious for 1 turn. Mild shock: acts at -10%. +12 damage.	Blow to the side destroys the nervous system. Generalised shock: the opponent falls into a coma and remains in a vegetative state. +30 damage.	Blow to the chest. With armour protecting it, the opponent is Stunned for 9 turns and loses 6 HP per turn. Otherwise, shock and bleeding kill them after 12 turns.
5	-	The opponent spins around, is Stunned for 1 turn and loses initiative during the next turn. +6 damage.	Hot smoke and light Stun the opponent for 4 turns. They lose initiative for 6 turns. +13 damage.	Blow to the hip. With armour, the opponent is Stunned for 6 turns. Without it, they are Stunned for 3 turns, move at -1 and act at -25% from nerve damage. +10 damage.	The blow crushes the pelvis and destroys the lower spine. The opponent falls unconscious and dies after 12 turns.
6	-	Light burns to the weapon arm. For 1 turn the opponent loses MAJ but retains REA. They lose 1 HP per turn. +6 damage.	Blow to the off arm. If protected by metal armour but no shield, the opponent falls unconscious for 6 turns. +15 damage.	Blow to the off arm. With a shield, the opponent is Stunned for 6 turns and loses 12 HP. Otherwise, they are Knocked Down and the arm is disabled. +13 damage.	Blow to both arms. If metal armour protects the arms and chest, the arms fuse together and cannot be used. Otherwise, the opponent is unconscious for 6 hours. +9 damage.
7	-	The light distracts the opponent. For 1 turn they lose MAJ but retain REA. +5 damage.	Blow to the weapon arm. The opponent drops everything held in that hand, is Stunned for 2 turns and loses 2 HP per turn.	Blow to the off arm. With a shield, the opponent is Stunned for 4 turns. Otherwise, the arm is disabled and they cannot use REA for 2 turns.	Blow to the off arm. With a shield, the opponent is Stunned for 6 turns and loses 12 HP. Otherwise, they are Knocked Down and the arm is disabled. +13 damage.
8	-	Blow to the upper leg. The opponent is Stunned for 1 turn. +5 damage.	The opponent spins around and is Stunned for 1 turn. A light burn to the leg costs 2 HP per turn. +7 damage.	Blow to the thigh. The opponent loses 2 HP per turn; bones break and cartilage tears. Stunned for 4 turns, moves at -1 and acts at -20%.	The blow shatters the knee and destroys several nerves. The opponent moves at -2, acts at -30%, and is Stunned and unable to use REA for 2 turns.
9	-	The blow unbalances the opponent, who loses initiative for 2 turns. +4 damage.	Blow to the leg. With armour, the opponent is Stunned for 1 turn. Without it, they are Stunned and cannot use REA for 1 turn, and lose 3 HP per turn.	The blow Knocks Down the opponent. With metal leg armour, the leg is disabled and movement is -2. Otherwise, they are Stunned and cannot use REA for 2 turns. +15 damage.	Blow to the leg. With armour, the opponent is Stunned and cannot use REA for 6 turns. Otherwise, the leg breaks: movement is -2 and all actions are at -25%. Stunned for 6 turns.
0	-	Heavy static electricity. +0 damage.	+2 damage.	+4 damage.	With armour, the opponent loses initiative for 2 turns. Without it, they are Stunned for 1 turn. +5 damage.



FUMBLES or CRITICAL FAILURES

	MIN Attack	MAJ Attack	MOV	REA
1	A slight stumble turns the attack into a graze. Deal 3 damage.	Poor footing costs you the chance to land a solid blow.	Poor traction. The action fails with no further effect.	Late defence. The defence fails with no further effect.
2	Your grip is poor; lose the chance to land a solid blow.	The opponent's grip unsettles you. Lose the attack and your MIN action to change grip.	Bad footing. Lose 1 point of remaining BM this turn.	False footing. Move 1 square in a random direction. If illegal or occupied, suffer 3 Damage.
3	Bad manoeuvre. Lose the attack and suffer +2 Damage.	Poor grip. Lose the attack and cannot Parry until your next turn.	Very poor start. Lose 2 points of remaining BM this turn.	You strike an opening. Suffer +3 Damage.
4	Poor grip. Lose the attack and your next MIN action.	Terrible manoeuvre. Miss and become Stunned for 1 turn.	Broken rhythm. Lose 2 points of remaining BM this turn and cannot declare double actions next turn.	The failed defence leaves you exposed: the next attack against you before your turn gains +10%.
5	Poor grip. Lose the attack and cannot use REA until your next turn.	Drop the weapon. Lose the attack and your next MAJ action.	Crossed stride. Movement ends immediately; lose remaining MOV.	Broken guard. No REA until your next turn; the next attack against you gains +10%.
6	Lose the attack and drop the weapon.	Stumble; lose the attack and all actions for the turn.	Clumsy manoeuvre. Movement ends; lose all remaining actions this turn but retain REA.	Lose control. If Parrying/Blocking, drop weapon/shield at your feet; if Dodging, move 1 random square. If illegal or occupied, suffer 3 Damage.
7	Slip without falling. Lose the attack and REA until your next turn; expose your flank until then.	Stumble and nearly fall. No further movement this turn; Stunned and unable to Parry for 1 turn.	Very bad manoeuvre. Movement ends immediately and no REA until your next turn.	Exposed. No REA until your next turn and expose your flank until then.
8	Badly unbalanced. Lose the attack; Stunned and without REA until your next turn. Suffer 1 Damage.	Your powerful attack badly unbalances you. Miss, expose your flank for 1 round and lose all actions this turn.	Woeful loss of control. Movement ends; lose remaining actions and REA until your next turn. No double actions next turn.	A serious lapse leaves you partly down. You may stand with MIN now or later; attacks gain Knocked Down bonuses.
9	Stumble, miss and fall. Knocked Down (stand with MOV); no REA until your next turn.	Trip and fall, dropping everything held. Knocked Down (stand with MOV); no REA until your next turn.	Violent fall. Movement ends; lose remaining actions and REA until your next turn. Knocked Down; if mounted, also suffer +3 Damage.	An overambitious move sends you down: Knocked Down, with no REA until your next turn.
0	You try to maim yourself. Roll column C on your attack type's Critical Hit table.	The worst move ever seen. Roll column D on your attack type's Critical Hit table.	Terrible manoeuvre. Suffer an Unbalancing CR against yourself in column C (D if mounted) and become Knocked Down. Anything held falls and bounces 1 square.	Horrible move. Apply an Unbalancing Critical Hit against yourself in column C.



MAGIC FUMBLES

When a magic casting roll fumbles, roll 1D100 and add the Risk Factor multiplied by 3. For example, RF 30 adds +90. Use the Offensive Spells column if the spell deals damage or causes a hostile condition. Unless stated otherwise, the spell fails and its PP are spent.

NON-OFFENSIVE SPELLS		OFFENSIVE SPELLS	
Roll	Effect	Roll	Effect
01-20	The spell is delayed: it takes effect at the end of the next turn. If the caster is interrupted first, it fails.	01-20	The caster loses concentration. The spell fails, but no PP are spent.
21-30	The spell dissipates before completion. It fails, but no PP are spent.	21-30	The spell fails without spending PP. The caster suffers -30% to every action for 1 turn.
31-40	The effort breaks concentration. The spell fails and PP are spent.	31-40	The energy is cut off abruptly. The spell fails and the caster is stunned for 1 turn.
41-60	Moderate lapse: the spell creates a harmless, useless or absurd manifestation of the GM's choice.	41-60	Major lapse: the spell manifests without dealing damage or causing hostile conditions. Stunned 1 turn.
61-80	Severe distraction: the spell fails and the caster is stunned for 1 turn.	61-75	Subconscious fear: the magical attack dissipates before reaching the target. Stunned 1 turn.
81-95	Incorrect execution: the GM alters one spell parameter to the caster's detriment. Stunned 2 turns.	76-90	Wrong vector: the spell strikes a harmless point. The caster loses 5 HP and is stunned for 3 turns.
96-100	The caster internalises the spell: loses 10 HP and is stunned for 12 turns.	91-95	The discharge strikes the caster's feet. Loses 10 HP and is stunned for 6 turns.
101-125	The effect manifests at an unknown valid point within range. Stunned 3 turns.	96-100	The caster internalises the spell: loses 20 HP and falls unconscious for 12 hours.
126-150	Arcane collapse: the spell has no effect. The caster suffers -30% to every action and cannot use REA for 4 turns.	101-125	The spell strikes 6 m to the right of the original target and resolves there. The caster loses 10 HP and is stunned for 1 turn.
151-175	Magical backlash: the effect is reversed or harms the caster. Loses 5 HP and is stunned for 6 turns.	126-150	The spell strikes 6 m to the left of the original target and resolves there. The caster loses 5 HP and is stunned for 2 turns.
176-185	Severe internalisation: loses 8 HP and cannot use MAJ, MIN or REA for 1 hour.	151-175	The spell travels in the opposite direction and resolves there. The caster loses 25 HP and cannot use MAJ, MIN or REA for 6 hours.
186-191	Critical internalisation: loses 10 HP and falls unconscious for 6 hours.	176-185	Severe internalisation: loses 30 HP, cannot cast spells for 1 week and suffers -50% to every action for 3 months or until healed.
192-195	Nerve damage: loses 25 HP, cannot use MAJ, MIN or REA for 12 hours, and cannot cast spells for 4 weeks.	186-191	Critical internalisation: loses 35 HP, enters a coma for 1 week and cannot cast spells for 2 weeks.
196-200	Minor stroke: loses 20 HP, cannot cast spells for 2 weeks and suffers -50% to every action for 3 days.	192-195	Massive stroke: loses 50 HP and enters a coma for 1 month. Without adequate Healing, dies 3 weeks after awakening.
201-250	Magical coma: loses 20 HP, falls unconscious for 9 hours and cannot cast spells for 3 weeks.	196-200	Severe stroke: the caster is permanently paralysed from the waist down.
251-300	The caster is stunned for 12 turns and loses that spell. It can only be relearned after 1 year.	201-250	Devastating internalisation: loses 40 HP, enters a coma for 3 weeks and cannot cast spells during that time.
301+	Severe stroke. The caster enters a coma for 3 months.	251-300	Severe nerve damage: the spell resolves in the worst reasonable way and the caster cannot use magic for 3 months.
		301+	Massive internalisation of power: brain death. The caster dies instantly.



6.0 Appendices

6.1 Skill specialisation: at ranks 7 and 10, each skill gains an expertise that expands its uses.

Skill	Expert (7+ ranks)	Master (10 ranks)
Weapons	+5% defence when parrying with a weapon	Feint (MIN): opponent loses 1
Brawl	MAJ allows 2 consecutive Quick Attacks	Tackle without REA (1/round)
Dodge	Shift location +/-1 if 1D10 < Dodge ranks	As rank 7 effect, without dodging
Armour	Encumbrance does not apply to Initiative	Negates armour's BM penalty
Shield	Two Blocks with one REA against same opponent (1/turn)	-1 shield Encumbrance
Ambush	Choose hit location from among the three dice	Penetration 2 and Silent
Perform	Change voices, imitate accents	Generate genuine emotions at
Stealth	Move faster while in stealth (half movement)	Move at full speed
Trickery	Find patterns in statistical data; detect rigging	Anticipate probabilities and risks
Streetwise	Choose a target when following rumours	Danger level drops by one rank
Sleight of Hand	Juggle and tie knots without penalty	"Magic" tricks
Locksmithing	Lockpicks do not break on failure	Build complex traps
Ride	Similar mounts: no penalty; negate -15% when Galloping	Mounted acrobatics
Swim	Dive without penalty. Improved breath-holding. Float	Swimming styles. Rescues
Climb	Climb walls with small handholds	Requires half the time
Acrobatics	Acrobatic dodge without a roll	Stand Up with MIN
Athletics	Athletics Charge does not add 5 EXH to the turn	Charge +1 Damage; Sprint +1
Physical Fitness	+1 HP per level (+2 if Warrior or Rogue)	+10 Exhaustion points
Trade	Interpret situations from a professional perspective	Generate universal protocols
History	Predict likely outcomes from historical precedent	Wild card on popular topics
Healing	Required for emergency or field surgery	Create new miracle cures
Religion	Channelling needs no grimoire for spells above level 5	+1 PP in Channelling
Tactics	Choose between two tactical-effect options per roll	Negate one opponent effect
Teach	+5% additional XP	Reroll Learning check
Language	Recognise the cultural and regional origin of expressions	Master dialects and archaisms
Navigation	Improvise routes from natural paths	Navigate without reference
Tracking	Erase the tracks of a small group	Tracking does not slow travel
Survival	Needs no rolls to feed themselves in the wilderness	Camouflage shelter
Herbalism	Choose a target group when foraging	Requires half the time
Investigation	Identify exploitable habits or routines of the target	Metadata and cross-referencing
Contacts	Always provides information about known concepts	Always takes the risk
Insight	Identify the nature of lies and double meanings	Identify hidden intentions
Persuasion	Debunking common fallacies is Routine	Interrogate and obtain
Leadership	Change up to three Captain objective cards	Begin combat with 1 CP
Diplomacy	Read between the lines in tense interactions	Negates penalties for a different
Negotiate	Appraisal is Routine	Create perceived value



Expanded skills

TACTICS

Before combat, the strategist rolls Tactics. Gain one tactical effect per DoS, with a minimum equal to half the skill ranks, rounded down, even on failure. A fumble reduces this minimum by 1 (minimum 0); a critical grants one extra effect. Example: Tactics 6, zero DoS and a critical yields 3+1 effects. Record results secretly and activate them during combat until spent:

- Effects may be played at any time, although some effects may impose timing conditions.
- Unless stated to last for the entire combat or for a specified duration, each tactic is single-use.
- In this table, 'this turn' lasts until the end of the target's current turn if already acting, or its next turn if it has not acted. For several characters, it lasts until the end of the current round.
- If the strategist is taken out of combat, all unused tactics are lost.
- Whenever possible, a tactical effect may be used after seeing the result of a roll.
- At any time, the strategist may exchange any rolled effect for a flat effect:
 1. Move an allied character one square towards the strategist's position.
 2. Have an allied character act after another ally ends their turn, ignoring initiative.
 3. Apply Assist or Hinder when no REA is available, or without spending it.

Roll Tactical effect

- 01 **War cry:** Allies who hear the strategist gain +5 Initiative for the entire combat.
- 02 **Practised step:** Reroll an ally's failed Athletics or Acrobatics roll; a fumble cannot be rerolled.
- 03 **Measured breathing:** Up to three allies recover 3 EXH each.
- 04 **Agreed signal:** An ally who perceives the signal gains +10% to their next action.
- 05 **Position trap:** When an enemy enters a designated square, an adjacent ally may make a Tackle attack without spending REA.
- 06 **Wedge charge:** A Charge gains +10% to attack and ignores the first REA it provokes; the attacker suffers -10% to Dodge, Parry and Block until their next turn.
- 07 **Eyes on the flanks:** The group cannot be surprised at the start of combat. One ally recovers their REA.
- 08 **Volley fire:** Two allies making ranged attacks against the same target gain +5% to their rolls this turn.
- 09 **Coordinated feint:** Force an enemy to reroll a successful non-critical Dodge, Parry or Block roll.
- 10 **Countermarch:** Negate the numerical bonus of an enemy tactic; its other effects and costs remain.
- 11 **Three horn blasts:** Up to three allies may freely exchange their Initiative order this round.
- 12 **Shield wall:** Adjacent allies with shields gain +10% Block and lose 1 BM this round.
- 13 **Studied enemy:** Designate an opponent; up to two allies may reroll a failed REA roll against them this turn.
- 14 **Front-line relief:** Reduce one ally's stun by 1 turn and move them 1 square towards the rear.
- 15 **Oath before the banner:** Allies who hear the leader gain +10% to resist Fear or intimidation during this combat.
- 16 **Covered withdrawal:** Up to three allies move 1 square towards the strategist; rolls made with provoked REAs suffer -10%.
- 17 **Read the weapon:** One ally gains +10% to a Dodge, Parry or Block roll against a designated enemy.
- 18 **Pincer attack:** Two allies adjacent to the same enemy gain +5% to attack them and +1 damage this turn.
- 19 **False signal:** An enemy who perceives the manoeuvre suffers -10% to their next Perception or REA roll.
- 20 **Feigned opening:** When an enemy declares a Charge, an ally other than the target may move 1 square and recover their REA against the attacker.
- 21 **Take the high ground:** Move one ally 1 square towards an elevated position; they gain +10% to their next ranged attack.
- 22 **Second map:** Roll twice more on this table and keep one result; discard the other.
- 23 **Spear line:** Up to 3 adjacent allies with Impale weapons gain +15% to Tackle a Charge this round.
- 24 **Early signal:** One ally gains +20 Initiative this round.
- 25 **Concerted push:** All allies gain +5% to Athletics until the end of the turn.
- 26 **Veteran's hand:** One ally rerolls a non-critical failed roll with any skill.
- 27 **Cushioned blow:** Reduce attack damage by 3 against an ally adjacent to another group member.
- 28 **Ammunition at hand:** A Reload that normally costs MAJ instead costs MIN.
- 29 **Cutting voice:** An enemy who can hear the strategist suffers -10% to their next action.
- 30 **Chalk mark:** Designate a 3x3-square area; allies within it gain +5% to actions this turn.
- 31 **Change of pace:** One ally gains +1 BM and ignores one REA provoked by movement this turn.
- 32 **Crossed guards:** Allies adjacent to one another gain +5% to Dodge, Parry and Block this turn.
- 33 **Calculated trajectory:** Reroll a failed ranged attack against the same target at -10%.
- 34 **Gritted teeth:** One ally ignores up to -15% in wound penalties this turn.
- 35 **Interpose the shield:** An ally with a shield spends REA to become the target of an attack against an adjacent companion and gains +5% to Block it.
- 36 **Two wings, one body:** Exchange the Initiative of two allies; both gain +5% to Dodge until their next turns.
- 37 **Sharp order:** One ally gains +10% to a roll made with REA after seeing it but before resolving its effects.
- 38 **Surround the giant:** An enemy adjacent to two or more allies may be Tackled at +15% and +1 Damage.
- 39 **Prepared flash:** A ranged attacker suffers -10% to their roll. Cannot be used in total darkness.
- 40 **Exploit the opening:** One ally recovers REA when another ally takes an enemy out of combat.
- 41 **Strike the command:** An attack against the enemy leader or main spellcaster gains +15%.
- 42 **Advance deployment:** Before the first turn, move one ally up to 2 squares along a legal route.
- 43 **Cross-threat:** One ally gives up MOV; up to two adjacent enemies suffer -10% to Dodge, Parry and Block until that ally's next turn.
- 44 **Practised roar:** One ally gains +15% to Intimidate an opponent.
- 45 **Read the terrain:** Up to three allies ignore difficult-terrain and minor-obstacle penalties this turn.
- 46 **Second wind:** One ally recovers 5 EXH and reduces stun by 1 turn.

Roll Tactical effect

- 47 **Orderly retreat:** One ally moves 2 squares away from the nearest enemy; rolls made with provoked REAs suffer -10%.
- 48 **Marked target:** All allied ranged attacks against a designated enemy gain +5% this turn.
- 49 **Instant reorganisation:** Two allies move up to 2 squares each; movement provokes REA normally.
- 50 **Rest behind shields:** Up to three allies recover 5 EXH but cannot Charge or attack this turn.
- 51 **Area control:** Up to two allies with Reach weapons move 1 square and gain +10% Tackle this turn.
- 52 **Cover the shot:** Ignore up to -15% in range, visibility or cover penalties on one ranged attack.
- 53 **Calm under fire:** One ally rerolls a failed roll to resist Fear, intimidation or another mental effect and adds +5%.
- 54 **Change front:** Remove one active Fear or intimidation effect from up to two allies and move them 1 square sideways or towards the rear.
- 55 **Measured fury:** One ally at half HP or less gains +15% to attack this turn.
- 56 **Silent order:** Up to three allies may coordinate without speaking and gain +10% to Stealth this turn.
- 57 **Cry from the rear:** One ally rerolls a failed Dodge, Parry or Block at -10%.
- 58 **Narrow edge:** After a non-critical enemy roll, apply -5% to its Target % before determining success.
- 59 **Shared mark:** When one ally hits an enemy, the next ally gains +10% to attack that enemy this turn.
- 60 **Cut the signals:** Delay an enemy tactic until the end of the next turn; it then becomes available again.
- 61 **Hand signals:** The group may communicate silently and gains +10% to one joint Ambush or Stealth roll.
- 62 **Advance to the drum:** Up to three allies gain +1 BM and +5% to attack this turn; they must finish closer to the enemy.
- 63 **Clash of steel:** When one ally parries successfully, another adjacent ally may spend REA to make a MIN attack against the same enemy.
- 64 **Word of command:** One ally gains an additional MIN action; it cannot be used to attack or cast a spell.
- 65 **Strike the joint:** The next allied hit reduces armour Absorption by 1 additional point.
- 66 **Decoy manoeuvre:** Designate one ally; the first enemy to pursue them suffers -10 Initiative and -10% to Athletics, Dodge, Parry and Block that turn.
- 67 **Tale of ancient victories:** Allies gain +10% to resist Fear and intimidation this turn.
- 68 **False signals:** Halve the numerical bonus or duration of one enemy tactic; round duration down, to a minimum of 1 turn.
- 69 **Break the rhythm:** One enemy suffers -10% to REA rolls this turn; if they have no REA, they suffer -5% to their next action.
- 70 **Banner to the front:** All allies who see the banner gain +5% to their next roll this turn.
- 71 **Calculated challenge:** One ally gains +10% to Intimidate; on success, the target suffers an additional -5%.
- 72 **Instructor's strike:** One ally gains +10% to one Attack or Shoot roll.
- 73 **Hold the breach:** Up to two allies ignore one push or forced movement this turn.
- 74 **For the captain:** The group leader rerolls a non-critical failed roll and gains +5% on the new attempt.
- 75 **Block the way:** Move one ally 1 square during an enemy turn. If that enemy crosses an adjacent square, Tackle it without spending REA.
- 76 **Fog of orders:** The enemy strategist cannot activate tactical effects this turn.
- 77 **Contingency plan:** When an ally fumbles, reroll at -10% and apply the second result.
- 78 **Exhaust the pursuer:** After Charging or pursuing an ally, one enemy loses 1 BM and suffers -10% to Dodge, Parry and Block until their next turn.
- 79 **Mirror tactic:** Copy the last enemy tactical effect activated and save it for later use.
- 80 **Secure the line:** One ally moves 2 squares towards a companion or obstacle and gains +10% to Dodge, Parry and Block until their next turn.
- 81 **Veteran's calculation:** After rolling 1D100, swap the tens and units dice of one allied roll.
- 82 **Contained fury:** All allies gain +5% to attack and suffer -5% to Dodge, Parry and Block this turn.
- 83 **Break the charge:** One enemy loses all Charge bonuses; movement and attack remain.
- 84 **Step between ranks:** Two adjacent allies swap positions without provoking REA.
- 85 **Flexible formation:** Choose: all allies gain +5% to attack, or +5% to Dodge, Parry and Block this turn.
- 86 **Warlord's gaze:** The leader gains +10% to one action; on success, one adjacent ally gains +5% to their next roll.
- 87 **Reserve breath:** One ally gains an additional MAJ, but loses REA until the next turn.
- 88 **Win by an inch:** In an opposed roll with tied margins, the allied margin counts as 1 point higher; this cannot turn failure into success or success into a critical.
- 89 **Exact order:** Describe two consecutive actions for one ally; they gain +10% to both while following the plan.
- 90 **Immediate relief:** After one ally fails, another adjacent character may immediately perform one free MIN action.

Roll Tactical effect

- 91 **Blood on the ground:** When one ally is taken out, the others gain +10% to attack the responsible enemy.
- 92 **Hidden reserve:** One ally behind cover becomes hidden and moves 2 squares; they retain Stealth if they end behind cover.
- 93 **Feigned retreat:** One ally moves away; the first enemy to pursue loses REA. +15% to the next attack against it.
- 94 **Impossible guard:** After an enemy critical, the defender recovers REA and attempts Dodge, Parry or Block at -10%; on success, apply the defence and the attack ceases to be critical.
- 95 **Practised action:** Before combat, choose one ally and one skill, roll at +15% and record the result; during combat it may replace one roll with that skill.
- 96 **Anti-magic preparation:** Three allies gain +15% to their Resistance Roll against the same spell or magical effect.
- 97 **Disconcert the champion:** The enemy leader or champion suffers -10% to their next attack or Dodge, Parry or Block roll if they can hear the strategist.
- 98 **Tactical genius:** Choose one effect from 01 to 50, except Second Map; record it in place of this result.
- 99 **Plan within the plan:** Roll twice more on this table and keep both results; neither may be 99 again.
- 100 **The appointed hour:** At the start of a round, allies act in any order and gain +10% to their first action.



LEADERSHIP

The captain represents the team's pulse: the ability to remain calm, impose discipline or inspire motivation under pressure. Before combat, roll Leadership. For each DoS, gain 1 leadership objective card to influence companions or modify their performance.

The captain **never has fewer cards** than **half their ranks** in the skill, even if the roll fails. A **fumble** removes one card from that minimum; a **critical** adds one extra.

The captain records objective cards at the start of combat. Claim a completed objective at the end of a round to gain 1 Cohesion Point (CP). The captain may use several cards in one round, but may spend no more than 1 CP per round. If the captain is taken out of combat, all cards and unspent CP are lost.

λ Resolving an objective

When the team fulfils an objective card's condition, the captain makes a **Leadership roll**:

Result	Effect
Critical	+1 CP and draw a new objective card.
Success	+1 CP.
Failure	+1 CP by spending REA or MIN; or draw a new objective card.
Fumble	No effect.

λ Uses of Cohesion Points (CP)

Each CP may be spent for one of the following effects:

1. **Reroll a failed roll** made by the captain or an allied player. (Does not apply to natural criticals or fumbles.)
2. **Adjust a mental offensive roll** by one point, only to obtain a critical.
3. **Turn a mental resistance roll** (*fear, morale, etc.*) **into** an automatic success.

⚠ A roll cannot be rerolled more than once. CP do not carry over between combats.



Ω Captain Objective Cards

λ CAPTAIN OBJECTIVE - "CONTROL THE CENTRE" Trigger condition: Announced at the start of a round. At the end of the round, your team has numerical superiority (at least one more character than the opponent) within the central area (3x3 area). Notes: May only be completed once per combat. Represents tactical pressure and positional control.	λ CAPTAIN OBJECTIVE - "ALL TOGETHER" Trigger condition: During the same round, three characters on your team make attacks consecutively (or two attacks and one direct assist) against the same opponent. Notes: The attacks must occur within the same round, even if made by different characters. The assist may be an REA or MIN action, provided it facilitates one of the attacks.
λ CAPTAIN OBJECTIVE - "RISING TO THE OCCASION" Trigger condition: The team reacts to a combined action (after scoring a KO, another companion within two squares successfully performs a different Hard action). Notes: May only be completed once per combat. Represents charismatic leadership and emotional connection with companions.	λ CAPTAIN OBJECTIVE - "EVERYWHERE AT ONCE" Trigger condition: During an opponent's action, two or more characters on your team successfully use REA actions and prevent the opponent's MAJ action from succeeding. The objective is not completed if the opponent scores a KO or causes a clear disadvantage with the action. Notes: May only be completed once per combat. Reflects the importance of good positioning.
λ CAPTAIN OBJECTIVE - "DOMINANCE" Trigger condition: Announced at the start of a round. At the end of the round, your team controls an area in the opponent's half of the battlefield with at least three characters in the offensive zone, without anyone retreating into your own half and without losing a companion to a KO. Notes: May only be completed once per combat. A sustained advance foreshadows victory.	λ CAPTAIN OBJECTIVE - "LAST ONE STANDING" Trigger condition: A designated character prevents a break in the line by an opponent who was about to cause one. The action must have real value: the opponent was trying to reach a more vulnerable companion. Notes: May only be completed once per combat. They say warriors win battles, but generals win wars.
λ CAPTAIN OBJECTIVE - "AREA SECURED" Trigger condition: Announced at the start of a round. The opponent (or GM) designates a 3x3-square area in the opposing half. That area must be free of opponents at the end of the round. Notes: May only be completed once per combat. Represents cohesion and territorial control under pressure.	λ CAPTAIN OBJECTIVE - "FIRE ZONE" Trigger condition: Your team performs three offensive actions successfully in one turn (Shoot or Attack) within a 3x3 area, without the opponent avoiding them or the line retreating. Notes: May only be completed once per combat. Symbolises maintaining control and confidence in a hot zone of the field.
λ CAPTAIN OBJECTIVE - "COUNTERATTACK" Trigger condition: Your team moves the line at least 3 squares beyond its current position in the same round, with half the team plus one. Notes: May only be completed once per combat. Reflects a leader's ability to reorganise under pressure and clear the field.	λ CAPTAIN OBJECTIVE - "LANE UNDER CONTROL" Trigger condition: Announced at the start of a round. At the end of the round, your team fully controls one offensive flank of the field (two allies and no opponents in the same three-square lane). Notes: May only be completed once per combat. Represents opening the field and attacking down the flanks.

Effects of Teaching

1. **Tactical Unlock:** After a period of **several weeks of consistent training (20 days with successful rolls, modified by criticals, fumbles or significant successes)**, the Teach skill allows the strategist to apply Tactics with their team during combats. Without this preparation, advanced tactics do not exist; the necessary reflexes have not yet been developed.
2. **Accelerated Experience:** Under a competent instructor - a character investing time in this skill - team members increase their learning capacity. The team gains +10% additional XP from combat, missions and training. This applies while the instructor is also the active strategist.
3. **Preparation and Endurance (effect on Exhaustion):** characters trained by the instructor increase their maximum EXH by +1 per skill rank after consistent training (4 weeks or 20 successful rolls).
4. **Learning:** the instructor helps a pupil improve a skill according to its cost (see 6.3). Each DoS on the instructor's roll (maximum one roll per day) grants the pupil 1 DP. The pupil then rolls the skill's related attributes x10, as explained on page 3. On success, it gains all DP; on failure, it loses DoF +1 DP, to a minimum of 0.

Note: This learning scenario assumes everyone studies the same subject as the ideal case. Teaching several people different skills at once may yield worse results.

HEALING

A party's field surgeon (physician or apothecary) can reduce action penalties or restore companions' HP or EXH during combat. A medical kit is required.

The surgeon and companion must be adjacent and not engaged in melee. The surgeon spends MAJ and rolls Healing. If conscious, the companion spends MOV. Each DoS may be used as follows:

- Restore 1 EXH for 1 DoS, once per combat
- Restore 1 HP for 1 DoS, once per combat
- Reduce bleeding by 1 point for 5 DoS
- Reduce one -5% wound penalty for 5 DoS, once per combat
- Remove one lethal effect from a critical. Requires all the surgeon's actions and prior stabilisation (*):
 - Vascular: severed arteries, amputations or death from HP shock, for 10 accumulated DoS.
 - Thoracic/respiratory: asphyxiation or punctured lung, for 15 accumulated DoS.
 - Abdominal/pelvic: internal bleeding or a damaged (not destroyed) organ, for 20 accumulated DoS.
 - Irreversible: brain, heart or spinal cord; decapitation, severed body, massive freezing or burning.

(*) Example: the CR indicates death in 6 rounds. Stabilisation stops the countdown; it requires two consecutive rounds, a successful Hard roll and only one attempt. The surgeon starts in round 2 and completes it at the end of round 3. The 3 rounds left become three 10-minute extended rolls: half an hour to gain the required DoS. If the DoS are not gained before those rolls run out, the patient dies.

Healing aside, Exhaustion recovers quickly, but hit points do not (1 point per full hour of rest, meaning the character remains at rest or does not travel). Bleeding is reduced by 1 point every 10 minutes (60 rounds).

6.2 Character sheet

The character sheet, shown on the next two pages, is double-sided and records attributes, characteristics, skills, talents, defences, wounds and equipment. Spells are listed on the reverse.

Under Movement, record BM: the meters or squares moved with MOV. Sprint adds 2 BM; Stealth limits movement to 1 meter or square per MOV (3.7).

Under Exhaustion, record total EXH and the turn it would run out at 5 EXH per turn. Catch Breath restores (CON+WIL)/2 (3.9.2).

Player:		Secondary Attribute	Prim.	Level	(AGI+RSN)x20 + (PER+EMP+INTU)x10:			Save DP		
Character:		STRENGTH:	PHY							
Race:		CONSTITUTION:		Skills	Cost	Rank	Attributes	%		
Age:		AGILITY:	DEX	1		B-S-U	00000 00000	PHY/DEX		
Height:		QUICKNESS:		2			00000 00000	INS/DEX		
Weight:		PERCEPTION:	INS	3			00000 00000	DEX/INS		
Gender:		INTUITION:		4			00000 00000	DEX/PHY		
Origin		EMPATHY:	INT	5			00000 00000	PHY/DEX		
Realm:		REASON:		Armour type				Enc.	Abs.	
Status:		CHARISMA:	PRE							
Career Path:		WILLPOWER:		Defences	TA	Cost	Rank	Attributes	%	
Vocation:			Block	REA		00000 00000	DEX/INS			
Profession:		APPEARANCE:	Parry	REA		= Weapon rank	PHY/DEX			
Magic prof.:		SANITY:	Dodge	REA		00000 00000	DEX/INS			

Talents and flaws	No.	Skills	Cost	Rank	Attributes	%
		6		00000 00000		
		7		00000 00000		
		8		00000 00000		
		9		00000 00000		
		10		00000 00000		
Wounds / Penalties	Derived attribute		11	00000 00000		
	Initiative [(QUI+PER)/2]x5		12	00000 00000		
	Healing (CON)	x	13	00000 00000		
	Base Movement		14	00000 00000		
	QUI/STR/Height/Weight		15	00000 00000		
	Exhaustion		16	00000 00000		
	[(CON+WIL)/2]x10 + PF		17	00000 00000		
		%	18	00000 00000		
	Fear RR [(WIL+CHA)/2]x5		19	00000 00000		
	Magic RR (WILx5)		20	00000 00000		
	Dis./Pois. RR (CONx5)		21	00000 00000		
		22	Physical Fitness	B-S-U	00000 00000	
Wounds:						
Hit Points:						
Power Points:						
Fate Point:						

Physical actions	Cost	Description	SKL	DIF
Attack	MAJ	Basic attack with a Weapon or Brawl	Wpn	+0%
Heavy Attack	MAJ+MIN	Improved attack: +2 damage	Wpn	+0%
Grapple	MAJ	Grab and restrain; see 4.8.1	Brawl	+0%
Break Grapple	MAJ	Reduce or escape a grapple	Brawl	+0%
Shoot	MAJ	Basic Ranged Weapons attack	Wpn	+0%
Reload	*	* Cost listed for the weapon (4.1)	-	-
Aim	MIN	See Aim table (5.0)	-	-
Quick Attack	MIN	During MOV, after moving: -4 damage	Wpn	-15%
Take by the hand	MIN	If adjacent	St. H.	+30%
Ingest or apply	MIN	If prepared and at hand	-	-
Draw weapon	MIN	With an Agile Weapon, draw two	-	-
Use object	MIN	Take out, stow, pick up, open, close...	-	-
Tackle	REA	Opponent enters your reach: -4 damage	Wpn	-15%
Assist / Hinder	REA	+10% ally / -10% opponent	-	-
Dodge	REA	Avoid an attack	Dodge	+0%
Parry	REA	Avoid an attack	Wpn	+0%
Block	REA	Avoid an attack	Shield	+0%
Move	MOV	Use own or mount BM (2.2.2)	BM	-
Stand Up	MOV	Ends Knocked Down	-	-
Charge	MOV+MAJ	Combined attack; +2/+4 damage (4.8.1)	Comb.	+0%
Sprint/Gallop	MOV+MIN	+2 BM / +2 or +3 mounted BM	Att/Ride	+15/0
MOV Manoeuvre	MOV+MIN*	Skil/DIF as appropriate; MIN may be MAJ	*	Var.
Mental actions	Cost	Description	SKL	DIF
Readied action	-	Set an Initiative trigger	-	-
Opportunity action	MIN	Delay Initiative; act earlier	-	-
Assess combat	MIN	Info on a foe; next REA +15%	PER	+30%
Intimidate / Provoke	MIN	Penalise action / Challenge; MAJ +0%	Persua	-15%

Ranges	[Point Blank]	[Short]	[Medium]	[Long]	[Very Long]
Distance to target	≤3: +15	≤10: 0	≤30: -15	≤60: -30	≤120: -45
Target mobility	Stationary	Walking	Running	Galloping	Extraordinary
Modifiers	+15	+5 (5 km/h)	0 (25 km/h)	-15 (50 km/h)	-45 (+50 km/h)

[illegible][illegible]

6.3 Experience and development points

The XP required to gain a level and improvement costs are shown in the table.

From level 2 onward, each new level grants $[(AGI+RSN) \times 20 + (PER+EMP+INTU) \times 10]$ DP:

Value/ Rank	Level Up	Basic Attribute	Unrelated Attribute	Basic skill	Secondary skill	Unrelated skill
	Cost	Cost	Cost	Cost	Cost	Cost
1	0	1440	2330	10	20	30
2	100	890	1440	20	30	50
3	300	550	890	30	50	80
4	600	340	550	50	80	130
5	1000	210	340	80	130	210
6	1500	130	210	130	210	340
7	2100	80	130	210	340	550
8	2800	50	80	340	550	890
9	3600	30	50	550	890	1440
10	4500	20	30	890	1440	2330
11	5500	Cost is based on the		Basic for each career path		
12	6600	secondary attribute's		Leader: Interaction, Knowledge, CHA, WIL, EMP, STR, **		
13	7800	distance from its CAP.		Scout: Exploration, Confrontation, CON, AGI, QUI, PER, INTU		
14	9100	For example, value 4		Warrior: Confrontation, Athletic, STR, CON, AGI, QUI, WIL		
15	10500	with value 4 and CAP 9		Rogue: Subterfuge, Confrontation, STR, AGI, QUI, PER, CHA		
16	12000	five points from CAP.		Adventurer: Athletic, Confrontation, STR, AGI, QUI, INTU, **		
17	13600	Raising it from 4 to 5		Sage: Knowledge, Interaction, WIL, EMP, INTU, RSN, **		
18	15300	costs 210 DP if Basic				
19	17100	or 340 if Unrelated				
20	19000					
21	21000					
22	23100			** The fifth Basic attribute may be chosen		

Note: Only secondary attributes improve; each primary equals the average of its two secondaries and retains its racial CAP.

The cost of skills and attributes depends on career path (see section 3.5.1, where Basic and Secondary skills are marked; all others are Unrelated).

From level 2 onward, characters also gain 30 additional DP that may only be spent on utility groups (Knowledge, Exploration and Interaction).

Skill cost
Unrelated
Secondary
Basic

DP are received when the level is gained and may be spent immediately. Attribute improvements affect DP generated by later levels. The player must spend at least 50% each level; the remainder may be saved.

In addition, a character with Restless Spirit may choose two utility skills and improve their category by one step: for example, a rural warrior could move Trade (farmer) from Unrelated to Secondary.

The cost of spells (each 5% chance to learn one) depends on the character's career path. The following types are used for learning:

Example: Snarri is a warrior with Reason 4. He pays the cost once (100 DP) and gains 5%. Add Reason x5, for a total of 25%. This level he may roll D100 to try to learn a spell. If he fails, that 25% is saved for the next level. At 100%, success is automatic; above 100%, he also adds a second spell roll.

Type	Cost
Sage, Leader	10
Scout, Adventurer	50
Warrior, Rogue	100



[illegible]

6.4 Encounters and item quality

The chance of an encounter varies by region or territory type, as follows:

1D100		
Region type / Rank	Danger	Encounter
Green - Peaceful (The Shire / Newly arrived)	10%	3%
Yellow - Less peaceful (Rohan / They left tracks)	21%	10%
Orange - Unsettled (Mirkwood / Something saw them)	35%	21%
Red - Dangerous (Moria / Someone saw them)	50%	35%
Black - Lethal (Mordor / They are being followed)	66%	50%

- Most regions are considered Green or Yellow. The rest are exceptional places.
- If an Encounter result occurs, resolve the encounter normally.
- If a Danger result occurs, increase the next Encounter roll by one rank. Appropriate skills (Survival and Tracking) may reduce the rank.

Items whose quality differs from Normal are shown in this table. For magic items, every bonus or additional property (for example, a secondary fire critical) doubles cost exponentially.

For weapon and equipment costs, I again recommend Rolemaster (©), Character & Campaign Law.



Item quality	Cost %	Weapon	Shield	Armour
Cracked	50	-10 Quality, -2 Damage	-10 Block	-2 Absorption
Bent or dented	65	-5 Quality, -1 Damage	-5 Block	-1 Absorption
Rusty or chipped	75	-1 Damage	+1 Encumbrance	+1 Encumbrance
Normal	100	-	-	-
Heavy or sturdy	200	+1 Damage	+5 Block, +1	+1 Absorption, +1 Enc.
Light	500	-MIN, -1 Damage	-1 Encumbrance	-1 Encumbrance
Good balance	500	+5 Quality	-	-
Very heavy or very sturdy	500	+2 Damage, +MIN	-	+2 Absorption, +2 Enc.
Good temper or finish	1000	+5 Quality, +1 Damage	+5 Block	+1 Absorption
Well-balanced and light	1500	+5 Quality, -MIN	-	-
Well-tempered and light	2000	+5 Quality, +1 Damage, -MIN	-	+1 Absorption, -1 Enc.
Well-tempered and	2000	+5 Quality, +3 Damage	-	+2 Absorption, +1 Enc.
Masterwork	5000	+10 Quality, +3 Damage,	+5 Block, -1	+2 Absorption, -2 Enc.

Quality affects weapon attacks and, in melee, active defences (% on weapon parries).

For weapons, -MIN makes Aim free (apply negative modifiers normally) or, if Versatile, grants one Quick Attack per round; +MIN makes attacks cost MAJ+MIN, but not as a double action.

6.5 Talents and flaws

The Talent points (see section 3.1) available to each race are used in this section. Each point generates a paired talent and flaw. Roll twice on the talents table and choose one result: a specific talent. Follow the same procedure for flaws.

If a player feels a particular talent fits their character perfectly, instead of rolling 1D100 they may ask the Game Master to choose it (for example, request "Elusive" because the character's background fits and their related attribute, Dexterity, is high). Using the same criterion, a flaw may be requested to pair with the talent.

In addition, generate a family origin by rolling twice and choosing one result. **Status** is especially relevant for a character who practises magic.

Skill ranks gained from race, talents and the favoured skill are "floating": they occupy the most expensive positions and are not paid for. A rank gained this way occupies the final position (rank 10), so paying for 5 ranks gives rank 6 in the skill. This reduces progression cost because the tenth rank is the most expensive, and costs are paid without counting floating ranks. During creation, no more than three floating ranks may be applied to the same skill.

Roll	Talent	Description
1	Stout	Reduce A- and D-type critical hits by one degree. +1 Melee Weapons and -1 Encumbrance. +2 Damage. +12 HP. Large build and weight
2	Superior metabolism	+10 HP. +15% Poison/Disease RR. Life and wound recovery /3. Attribute cost reduced (-1 rank). +20 special EXH (spend 10 EXH to negate 1 stun or gain +10 HP)
3	Brains and beauty	+20 Appearance. +2 and Basic cost in 3 PRE skills. Once/session, force a reroll of an opponent's roll that affects you. During Creation: 10 rerolls. CHA cost -1 rank.
4	Powerful lower body	+10 Carrying Capacity (CC). +2 Acrobatics and Athletics. +1 Melee Weapons, Armour, Swim, Ride and BM. -1 Encumbrance. Standing up costs MIN. STR cost -1 rank.
5	Iron grip	+2 Melee Weapons, Brawl and Climb. +1 Athletics and Acrobatics. Reroll an Athletics roll
6	Herculean arms	+2 Melee Weapons, Thrown Weapons, Athletics, Acrobatics and Swim. STR cost -1 rank.
7	Elusive	+2 Dodge, Acrobatics and Stealth. Shift received critical hits by one location if aware.
8	Lightning reaction	+25 INI. +1 REA. +2 Dodge and Ambush. Reroll Dodge rolls. QUI cost -1 rank.
9	Feline agility	Foot MOV Manoeuvres cost no MIN. +1 to 5 DEX skills. AGI cost -1 rank
10	Great muscle memory	+1 Brawl and Weapons. Reroll Parry rolls. Double actions without paying MIN. +31 DP/Level
11	Hawk eyes	+2 Ranged Weapons, Tracking and Streetwise. Assess Combat free (once/turn). PER cost -1 rank.
12-13	Explosiveness	+10 INI. +2 BM, Thrown Weapons, Athletics, Swim, Dodge and Acrobatics. Reroll Sprint.
14-15	Juggernaut	-2 Encumbrance. +2 Armour. Foot Charges: +2 Damage and reroll. CON cost -1 rank
16-17	Manual dexterity	+2 Sleight of Hand, Weapons, Thrown Weapons, Trickery, Locksmithing and Healing. Use Object free (once/turn).
18-19	Lightning reflexes	+15 INI. +2 Block, Parry and Dodge. Move 1 square after REA. Negates Aim and Surprise.
20-21	Body awareness	+3 Physical Fitness, Survival and Healing. Wound recovery /2. CON cost -1 rank.
22-23	Supple	Reduce T- and P-type critical hits by 1 degree. +1 Dodge, Brawl, Stealth and Athletic group
24-26	Sense of stability	+2 Armour and Shield. -1 Stun per hit. When Stunned, lose MIN instead of MAJ. WIL RR if KO or Knocked Down by a critical hit. May choose not to be pushed by Charges.
27-29	Synchronous rhythm	+1 BM, Stealth, Dodge, Sleight of Hand, Swim, Acrobatics and Athletics. Assist and Take by the Hand free (once/turn). At the end of the turn, swap squares with an adjacent ally.
30-32	Hammer hand	+3 Brawl. +1 Melee Weapons, Shield and Climb. +2 Damage. Tackle/Quick Attack at normal difficulty.
33-35	Good footwork	+1 Weapons, Brawl, Acrobatics, Dodge and Stealth. Tactical Step of 2 squares. Sprint without a roll.
36-38	Powerful voice and bearing	+10 Appearance. Impressive build. +1 Perform and Interaction group. +15% Intimidate. -15% to REA rolls against you. War Cry (once/combat): +15% group RR against Fear and Intimidate for 1 round.
39-42	Silent and lethal	+3 Stealth, Ambush and Navigation. +2 Damage. Hinder free (no REA). Reroll Stealth. Reduce the melee Aim penalty by 15%.
43-47	Natural predator	+3 Stealth, Tracking and Athletics. Cancel or force 1 encounter/session. Tackle without the Damage penalty.
48-53	Optimal design	-1 Encumbrance. +1 Physical Fitness. +5 EXH. Ambidextrous. No flaws (remove all). +31 DP/L
54-58	Light sleeper	Sleep while alert, at -2 Perception. Wake without penalty. Sleep half as long. +62 DP/L
59-62	Empathy and cohesion	+1 Interaction group. Reroll Insight. EMP cost -1 rank. +31 DP/level.
63-65	Composure	Combat and manoeuvres: add +5% to every roll. Once/combat, reroll a failed roll.
66-68	Polyglot & multicultural	Two additional languages. Basic cost for languages. 5 loyal foreign contacts or friends. +2 Perform, Trickery, Persuasion, Streetwise, Diplomacy and History. Reroll Perform.
69-71	Master improviser	+1 Subterfuge, Brawl, Weapons, Persuasion and Negotiate. Free Opportunity action
72-74	Analytical	+3 Insight, Investigation and Tactics. One hunch/session. INTU cost -1 rank. +31 DP/L
75-77	Hard to kill	+3 Streetwise. +25% Parry. Act for 1 turn after KO. Alter Fate (greatly improved if already possessed).
78-79	Versatile	+1 to one skill in each skill group. +2 and Basic cost in two Trades. All skills are natural (no -45% at zero ranks). +31 DP/level.
80-81	Enlightened sceptic	+3 Leadership, Perform and Religion. +35% to resist spells and hostile mental actions. Reroll Intimidate and Provoke. Reduce magical critical hits by one degree.
82-83	Mindfulness	+30 INI. +10% to learn spells. Unrelated skills become Secondary. +31 DP/level.
84-85	Strategist	+1 Knowledge. Reroll Tactics. RSN cost -1 rank. +31 DP/level
86-87	Born ready	+10 INI. +1 Confrontation group, Physical Fitness and Athletics. +15% to resist mental actions.
88-89	Absolute stoicism	+2 Perform and Trickery. +30% RR against Fear and Magic, and +30% against Intimidate, Provoke and Persuasion. Reduce incapacitating critical effects by 1 (fight at -x). +31 DP/Level
90	Aggressiveness	+10 INI. +2 Weapons and Negotiate. +15% RR against Fear. Aggressive combat mode without penalty.
91	Internal clock	+1 MIN. +1 Physical Fitness, Stealth, Locksmithing, Trickery and Investigation. +2 Parry and Block. Know the time of day fairly accurately. Defensive combat mode without penalty.
92	Focused mind	REA+MIN→MAJ. +1 DoS on successful rolls. Assess Combat affects MAJ. +31 DP/level.
93	Natural magister	+2 History, Religion, Teach, Leadership and Diplomacy. +20% XP. Double Utility DP. +31 DP/level.
94	Photographic memory	+1 Exploration and Knowledge groups. +10% to learn spells. +31 DP/level.
95	Abstract understanding	+3 to two Knowledge skills. +10% to learn spells, and learn them in pairs
96	Adrenaline surge	+15 INI. +2 Dodge, Ride, Athletics and Acrobatics. Reroll Initiative and Block rolls.
97	Iron will	+15% to resist spells. Reroll RRs. +1 Magical group. WIL cost -1 rank. +31 DP/level.
98	Brilliant mind	+1 to 5 skills of your choice. Basic cost for those skills. +31 DP/level
99	Agile subconscious	+25 INI. +2 and Basic cost in 3 INS skills. Reduce the ranged Aim penalty by 15%. Improved Ranged Weapons Reload (MAJ→MIN or -MIN).
00	Natural Wit	10 spells from one Realm; castable without a school, 600 DP. See 3.8. Learning 5/25/50.

For each talent point, roll twice on this table and choose one result. Note that these are floating skill ranks

Roll	Family origin (Status)	Description
1	Mad sage (4)	Your parent died doing what they loved most, but caused great harm to others. Your chance to learn spells increases by 20%. +1 to two Knowledge skills
2-3	Preacher (3)	One parent was a preacher and leader of a rather deranged religious sect. You cannot refuse an offer of hospitality, but gain +2 CHA during the reception
4-5	Orphan raised by an order or sect (3)	You cannot harm any being or creature that has not attacked you or your allies first. +1 to three skills of your choice, but they cannot be from Exploration
6-7	Apothecary (4)	Parents from the medical world. You dislike refusing a call for help. +2 Healing
8-9	Brawling family (2)	You cannot refuse a personal challenge; +2 Brawl and +1 Dodge
10-11	Family of lawyers (4)	You are disliked in your home district; +2 Negotiate and Trade (Law)
12-14	Family of swindlers (2)	Your family made a living swindling unsuspecting people: +2 Trickery and Perform
15-17	Noble family or power group (6)	Your family is connected to an association of powerful individuals seeking control of the country and controlling rebels or subversives. +2 Pay or one Income
18-20	Wanted (1)	Your family was accused of a very serious crime. Years evading justice grant +2 Perform and +1 Stealth, Streetwise, Persuasion and Investigation
21-23	Disgraced knight (4)	Your father was a knight but lost that honour after falling from favour. It was deeply unjust, and you long to prove it. +2 Armour and +1 Persuasion
24-26	Lost favour (4)	As Important Benefactor, but something caused you to lose that person's favour. You are innocent and long to prove it. +1 Contact (6) and +1 Persuasion
27-29	Criminal family (3)	Your family is associated with an organised criminal guild; you possess an item or know a keyword linked to the group. +2 to one weapon type
30-32	Family of performers (3)	Your family made a living travelling from village to village and fair to fair with their artistic skills. +3 to one related skill
33-35	Fishing family (2)	Your family makes a living by fishing. They are seafarers and own a small boat. +2 Trade (Sailor) and +1 Athletics
36-38	Shepherd family (2)	Your family raises livestock. They are mountain folk and own some animals. +2 Trade (Shepherd) and +1 Herbalism and Navigation
39-42	Poor family (1)	You come from an exceptionally poor family and gained your current wealth on your last adventure (roll on the Pay table 3.6). +2 Stealth and Dodge
43-47	Farming family (2)	Your family works the land. They are good people and have always cared for you. +2 Trade (Farmer) and Physical Fitness
48-53	Orphan (1)	You have no family and no memories of them. On the other hand, no one can blackmail or manipulate you through loved ones. +2 Streetwise, Stealth and Sleight of Hand
54-58	Family of masons (3)	Your family works in a builders' guild and are humble people. They lack resources but are good people. +2 Trade (Mason) and Physical Fitness
59-62	Family of innkeepers (3)	Your family runs an inn and are sociable people. They lack resources but are resourceful. +2 Trade (Innkeeper) and Streetwise
63-65	Merchant family (4)	Your family belongs to a merchant or artisan guild; you possess an item or know a keyword linked to the group. +2 Negotiate and Insight
66-68	Basic benefactor (3)	You have a benefactor who can provide basic necessities. +1 Contact (7)
69-71	Rich family (5)	Your disdainful family is rich. Roll for Pay and gain ten times that amount of money
72-74	Deacon priest (4)	Your parent conducted the liturgy of the majority religion in your homeland, where you are known for that connection. +2 History
75-77	Important benefactor (5)	As Basic Benefactor (66-68), normally a parent, but this person is socially important and can open doors in a particular sector
78-80	Multicultural and polyglot (4)	People from elsewhere were always present in your home. Your parent was an interpreter. You speak 2 additional languages and have basic understanding of their cultures
81-83	Artificer (4)	Your parent spent a lifetime in a workshop and passed on a devotion to gears and mechanical devices. +1 Locksmithing and +1 Trade (Watchmaker)
84-86	Executor (4)	Your parent was a civil servant. Choose +1 Diplomacy and Trade (Law), or +1 Diplomacy and Negotiate
87-89	Military (3)	Like your father before you, you served in the army. +1 Trade (Soldier) and +1 Athletics and Weapons
90-91	Troublesome nomads (2)	You are the child of an itinerant entertainer who had trouble with the law and raised you from childhood. +2 Acrobatics and +1 Dodge, Trickery, Sleight of Hand and Perform
92-93	Contacts at court (5)	You can receive help from local law enforcement in your kingdom as lodging, subsistence, protection or even money. +2 powerful Contacts (6)
94-95	Visionary guru (5)	Your visionary parent spared no expense on your education. Gain one additional Pay and choose the result. +1 Leadership, Negotiate and Trade (Engineer)
96-97	Courtier (5)	Your parent was prominent at court and an expert in one field. Choose +2 to two skills
98-99	Ranking officer (5)	As Military, including its improvements, but promoted. Gain one Income
00	Wealthy benefactor (6)	As Basic Benefactor (66-68), but this person "takes care of everything" and holds a prominent social position

Roll twice for Status and choose one result. Results from this table **do not grant floating ranks**.

Status and Rolemaster (©) magical professions: to enter a magical profession during creation, the character must have Status equal to or higher than stated. There are no S1 sorcerers (but the open lists of one realm may be accessed).

S2: Beastmaster, Druid, Animist, Seer, Shaman, Dream Lord, Seducer, Trickster, Dancer, Moon Mage and Witch.

S3: Cultist, Monk, Warlock, Mystic, Bard, Delver, Builder, Healer, Bewitcher, Shifter, Tarot Mage, Illusionist and Enchanter.

S4: Ranger, Witch Hunter, Investigator, Executioner, Cleric, Lay Healer, Necromancer, Shadow Mage, Mentalist, Rune Master, Alchemist, Seeker, Magician, Force Mage, Sorcerer, Cabalist and Conjuror.

S5: Arms Master, Warrior Mage, Elemental, Astrologer, Maleficant, Creator, Sage, Astral Traveller and Crystal Mage.

S6: Noble Warrior, Paladin, Macabre, Chaos Lord, Archmage and Arcanist

Roll	Flaw	Description
1	Wrath of a god	A deity considers you guilty. This will make your life more miserable from time to time
2	Debt outstanding	A dark being will demand a service. Refusal imposes -15% to every action until the next rest. It will return until the debt is paid (or so it said)
3	Cursed	Non-magical fumbles are legendary and worthy of a tale (Game Master's discretion)
4	Reality ripper	Rolling 66 on a magic roll or Magic RR attracts a supernatural presence
5	Bloodlust	After wounding an opponent capable of fighting, pass WIL to stop attacking voluntarily
6	Trauma	Choose a trigger. When facing it, pass a Fear RR or lose your next MAJ
7	Bleeder	Bleeding and periodic HP loss are doubled; stopping them is one rank harder
8	Seizures	On 55 in any double roll, suffer convulsions and lose all actions for 1D3 turns
9	Sudden sleep	On 77 in any mental action, fall asleep for 1D3 turns or until damaged
10	Vulnerable to magic	-15% to all Magic RR
11	Allergic to magic	Choose a Realm. When affected by or casting its magic, make a Disease RR; on failure, bleed 1D3 HP/Turn
12-13	Weak heart	-5 EXH. Charge and Sprint using Athletics cost 5 extra EXH
14-15	Limp	-1 BM. Charge and Sprint using Athletics are one rank harder
16-17	Hard of hearing	-10% Perception when hearing is involved
18-19	Poor eyesight	-1 Perception and Ranged Weapons. May be corrected (lenses, magic, etc.)
20-21	Weak lungs	After 3 consecutive turns of intense effort, -15% to physical actions until resting for 1 turn
22-23	Trembling hand	-1 Thrown Weapons, Sleight of Hand and Locksmithing
24-26	Phobia	Choose a trigger. Any Fear RR caused by it is one rank harder
27-29	Superstitious	Choose a rite or taboo. Breaking it imposes -15% until atonement or dawn
30-32	Wanted	A group or faction pursues you for a real or alleged crime
33-35	Rival	Define a rival NPC. From time to time, they try to discredit you or claim your achievements
36-38	Dark temptation	When offered dark power, pass WIL to reject it; on failure, accept it and GM defines its price
39-42	Greedy	Pass WIL to abandon, share or refuse a valuable reward
43-47	Bad temper	When insulted or frustrated, pass WIL or respond aggressively, verbally or physically
48-53	Addiction	You need a daily dose of a rare or illegal substance. Without it, -15% to every action
54-58	Repulsive habit	Choose a habit repulsive to most of society. When others notice it, suffer -15% to Interaction with them for the scene (they treat you with disdain)
59-62	Sense of duty	Choose a person or group. You cannot abandon them in danger, or suffer -15% for the scene
63-65	Impulsive	On the first turn of an encounter, you cannot declare a Readied Action
66-68	Secret identity	You are not who you claim to be. You lead a double life. A faction seeks to expose you, and discovery has specific consequences to be defined with the Game Master
69-71	Code of honour	Define three precepts. Breaking one imposes -15% until you make amends or complete a penance
72-74	Truthful	You cannot lie deliberately; you may remain silent, change subject or tell a partial truth
75-77	Pacifist	You cannot start combat or attack until you or your allies are attacked
78-79	Heavy sleeper	You need 9 hours of sleep or meditation; suffer -5% for each missing hour, up to -30%
80-81	Absent-minded	Once per session, the GM may declare that you forgot a non-vital item or recent detail
82-83	Clumsy	-1 to the Athletic skill group
84-85	Speech impediment	-1 Persuasion, Leadership and Diplomacy when you cannot prepare your words
86-87	Reading difficulty	Double cost for written Languages and Magical Language; investigating texts is 1 rank harder
88-89	Distrustful	Pass WIL to trust urgent help from a stranger; failure imposes -15% to your first interaction with them
90	Megalomaniac	Define a grand ambition. When given a direct opportunity, pursue it or suffer -15% for the whole scene
91	Unyielding	Pass WIL to retreat or surrender while an ally is still fighting
92	Fanatic	Define a cause. A direct affront demands a response; ignoring it imposes -15% to all actions until you reaffirm your commitment
93	Obsession	Choose a subject. When faced with a clue or opportunity, pass WIL to let it go; on failure, your next action must pursue it
94	Predictable	-2 INI. Anyone who defended against you last turn gains +10% to their next defence against you
95	Fear of magic	Witnessing hostile magic or level 6+ spell requires Fear RR; cannot learn spells above level 5
96	Poor control of magic	A non-offensive fumble counts as offensive; add 30 to Magic Fumbles for offensive magic
97	Power burn	Lose 1 HP per PP spent
98	Power leak	-1 PP per level. Spell duration and radius are halved
99	Shameful secret	Define what you did and who might reveal it. Exposure must threaten a relationship, position or objective
00	Demonic mark	-15% to Magic RR against dark or evil magic. Demons and supernatural servants recognise you and may demand obedience in their presence

Roll twice for the flaw and choose one result. As with talents, affected skill or attribute ranks are floating, but in reverse. This is equivalent to crossing out the first rank (it is not added, and the skill's cost increases)

6.6 Combat reference

Mobility

- - **Tactical Step**: move 1 square if MOV is not used; may trigger Tackle.
- - **MAJ Attack**: ends or prevents MOV; if unused, allows Tactical Step and MOV->MIN. **Agile** removes the limit.
- - **Tackle**: resolves before movement continues and does not stop it unless a CR says otherwise.
- - **MOV Manoeuvre**: MOV+MIN, appropriate skill/DIF; a difficult or demanding one uses MOV+MAJ.
- - **Charge**: MOV+MAJ; attack combined with Athletics/Ride, +2/+4 Damage and push.
- - **Sprint/Gallop**: MOV+MIN; Easy Athletics/Average Ride; +2 BM on foot / +2-3 mounted.
- - **Mounted shot after starting MOV**: attack combined with Ride; -15% while Galloping.

Opposed Rolls and DoS

The defender declares a defence and spends REA before resolving the attack. Make both rolls. A failed attack never hits even if the defence fails; REA is lost and any defensive fumble still applies.

Degrees of Success (DoS) equal the Target % tens minus the roll tens. Targets above 100 retain all tens. Example: Target 115 and roll 40: $11 - 4 = 7$ DoS.

To resolve an opposed combat roll:

1. A critical always beats an ordinary success, including 01.
2. If both results are in the same category, compare DoS.
3. If DoS tie, the higher exact margin wins: Target % - roll.
4. If the exact margin also ties, the defender wins.

01 is an automatic success; a result from 96 to 00 is an automatic failure.

Defence Results

Parry: if it wins, cancel the attack. If it loses or fails, it does not reduce Damage.

Dodge: if it wins, avoid the attack. If it loses or fails, it does not reduce Damage. Encumbrance affects Dodge, not Parry or Block; excess weight may also cause Encumbrance.

Block: if it wins, cancel the attack. A successful Block that loses subtracts its DoS from Damage; a failed Block gives no Protection. An ordinary Block cannot cancel a critical attack, but a successful one retains its reduction.

Instinctive Dodge: without spending REA, impose -1% on the attack per Dodge rank. Works against melee attacks and anticipated shots.

Acrobatic Dodge: requires an Acrobatics roll, once per turn. Success adds Acrobatics ranks to Dodge Target % and controls displacement. Failure becomes a normal Dodge without bonus or control; a fumble also adds its complication.

Damage

After resolving the hit:

Normal damage = weapon dice + STR or weapon bonus + attack DoS + fixed modifiers.

Critical damage = 2 x weapon dice + STR or weapon bonus + attack DoS + fixed modifiers.

A critical doubles only weapon dice, not STR, DoS, Charge, Aggressive mode or weapon bonuses. If attack and defence are critical and the attacker wins, the doubling is cancelled and damage is normal.

Apply in this order:

Gross Damage -> Block reduction -> Armour Absorption reduced by PF (minimum 0) -> final Damage.

At 10+ final Damage, apply the Critical Hit (CR) from 5.0.

Durations

A turn is one character's action sequence; a round includes one turn for each participant.

Complete Example

An attacker has Target 115 in Edged Weapons and rolls 40: 7 DoS, exact margin 75. The defender declares Parry, spends REA and rolls 18 against Target 85: also 7 DoS, exact margin 67.

DoS tie, so compare exact margins. The attacker wins 75 to 67; the lost Parry reduces no Damage. Since no CT was declared, Slashing applies.

The attacker uses a sword (highest and lowest damage dice), whose dice show 4 and 0, at location 6.

Order the dice (10-6-4). With STR 5: $10 + 4 + 5$ STR + 7 DoS = 26 gross Damage.

The sword has PF 0 and leather has Absorption 2: $26 - 2 = 24$ final Damage, a Slashing D Critical Hit.