

AUGMENTING ABILITIES (p63)

A hero may attempt to augment one ability (skill or passion) with another, provided they are relevant to the task. The GM decides if augmentation is allowed. Only one augment per ability is permitted per session. The augmenting ability is rolled first, and its result modifies the primary ability's chance of success. Both rolls occur simultaneously on the same DEX rank. Abilities can also augment resistance table rolls (GM discretion). A hero may augment another hero's ability when logically possible. Passions have additional effects when augmenting (see Chapter 10). The augmenting roll qualifies for an experience check if the augmented roll succeeds.

- ▶ **Critical Success:** The augmenting ability adds a +50% bonus to the ability being used.
- ▶ **Special Success:** The augmenting ability adds a +30% bonus to the ability being used.
- ▶ **Success:** The augmenting ability adds a +20% bonus to the ability being used.
- ▶ **Failure:** The hero modifies the ability being used by -20%.
- ▶ **Fumble:** The hero modifies the ability being used -50%.

RESISTANCE TABLE (p64)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-	-
3	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-
4	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-
11	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-
12	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-
13	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-
14	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-
15	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
16	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
17	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
18	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
19	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
20	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70
21	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65
22	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60
23	-	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55
24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50

For success, roll D100 equal to or less than the indicated number.

CHARACTERISTIC ROLLS (p60)

Characteristic rolls may be used to challenges not related to skills. Roll a D100 against a characteristic multiplied by a factor determined by the difficulty. The gamemaster decides the appropriate multiplier based on the task's difficulty.

Multiplier	Circumstance
x5	Simple action
x4	Easy
x3	Moderate
x2	Hard
x1	Very hard
x0.5	Nearly impossible

RESULTS (p60)

- ▶ **Success:** Roll ≤ ability rating succeeds. Rolls of 1-5 always succeed.
- ▶ **Failure:** Roll > ability rating fails. Rolls of 96-00 always fail.
- ▶ **Critical Success:** Roll ≤ 5% (1/20) of modified success chance or a 1. Grants extra benefits (e.g., ignoring armor, extra distance, better craftsmanship).
- ▶ **Special Success:** Roll ≤ 20% (1/5) of modified success chance. Provides better results than a normal success but is weaker than a critical success.
- ▶ **Fumble:** Roll 00 or within 5% of failure chance. Causes major failure, with effects depending on the situation.

OPPOSED RESOLUTION (p61)

Opposed rolls occur when two abilities directly contest each other (e.g., Hide vs. Search). Both participants roll, the better result wins: critical beats special, special beats normal, and ties are unresolved.

- ▶ **Winner and a Loser:** The winner succeeds, and the loser fails.
- ▶ **Tie:** If both achieve the same type of success and roll the same number, the situation remains unresolved. A tie also occurs if both roll a critical success.
- ▶ **Two Losers:** If both fail, neither achieves their goal.

ABILITIES ABOVE 100% (p63)

- ▶ **Max Success:** Rolls of 96-00 always fail, capping success at 95%.
- ▶ **Opposed Rolls:** If the highest-rated ability exceeds 100%, the excess is subtracted from all participants' abilities, including their own.
- ▶ **Combat Impact:** High abilities make it harder for opponents to parry, block, or dodge.

ABILITIES RESULTS (p62)

Skill	Critical	Special	Success	Failure	Fumble
1-5	1	1	1-5	6-00	96-00
6-7	1	1	Per ability	Per ability	96-00
8-10	1	1-2	Per ability	Per ability	96-00
11-12	1	1-2	Per ability	Per ability	97-00
13-17	1-2	1-3	Per ability	Per ability	97-00
18-22	1-2	1-4	Per ability	Per ability	97-00
23-27	1-2	1-5	Per ability	Per ability	97-00
28-29	1-2	1-6	Per ability	Per ability	97-00
30	1-2	1-6	Per ability	Per ability	97-00
31-32	1-2	1-6	Per ability	Per ability	98-00
33-37	1-2	1-7	Per ability	Per ability	98-00
38-42	1-2	1-8	Per ability	Per ability	98-00
43-47	1-2	1-9	Per ability	Per ability	98-00
48-49	1-2	1-10	Per ability	Per ability	98-00
50	1-3	1-10	Per ability	Per ability	98-00
51-52	1-3	1-10	Per ability	Per ability	99-00
53-57	1-3	1-11	Per ability	Per ability	99-00
58-62	1-3	1-12	Per ability	Per ability	99-00
63-67	1-3	1-13	Per ability	Per ability	99-00
68-69	1-3	1-14	Per ability	Per ability	99-00
70	1-4	1-14	Per ability	Per ability	99-00
71-72	1-4	1-14	Per ability	Per ability	00
73-77	1-4	1-15	Per ability	Per ability	00
78-82	1-4	1-16	Per ability	Per ability	00
83-87	1-4	1-17	Per ability	Per ability	00
88-89	1-4	1-18	Per ability	Per ability	00
90-92	1-5	1-18	Per ability	Per ability	00
93-95	1-5	1-19	Per ability	Per ability	00
96-97	1-5	1-19	1-95	96-00	00
98-102	1-5	1-20	1-95	96-00	00
103-107	1-5	1-21	1-95	96-00	00
108-109	1-5	1-22	1-95	96-00	00
110-112	1-6	1-22	1-95	96-00	00
113-117	1-6	1-23	1-95	96-00	00
118-122	1-6	1-24	1-95	96-00	00
(higher)	5% ability	20% ability	1-95	96-00	00

THE COMBAT ROUND (p97)

Combat is a chaotic, simultaneous clash of actions and reactions. To manage this, combat is divided into rounds, each lasting approximately 12 seconds. Rounds consist of four phases and are resolved in DEX rank order (highest first).

1. Statement of Intent

Players and the GM declare their actions for the round. Declarations don't need to be precise but should be clear enough for everyone to understand. The GM provides relevant information, such as an enemy preparing a spells. Intentions are locked in once declared.

2. Movement of Nonengaged Participants

Combatants not yet engaged may move their full MOV. Those moving half MOV or less can still perform actions. Movement is resolved before attacks. Engaged combatants remain in place unless they successfully disengage.

3. Resolution of Combat, Missiles, and Spells

Actions resolve in DEX rank order, highest first. If tied, INT determines priority, or attacks are simultaneous. Defenders can parry or dodge, with cumulative penalties for multiple defenses. Damage, spells, and missile effects apply immediately. A hero disabled before acting loses their turn.

4. Bookkeeping

After all actions, players and the GM record damage, resources spent, healing, skill use for experience tracking and notes ensures accurate play. Once complete, the next combat round begins.

DAMAGE MODIFIER (p106)

STR + SIZ	Damage Modifier
01-12	-1D4
13-24	0
25-32	+1D4
33-40	+1D6
41-56	+2D6
Each +16 points	Additional +1D6

RESULTS OF DAMAGE (p66)

At 1-2 HP, the hero falls unconscious. At 0 or fewer HP, the hero dies at the end of the round unless healed. Damage can disable limbs or kill via shock/blood loss.

Damage ≥ Location's HP

- ▶ **Leg:** Useless, hero falls prone, can fight prone (-40% attacks, +40% enemy attacks).
- ▶ **Abdomen:** Both legs useless, hero falls, bleeds out in 10 min without healing.
- ▶ **Chest:** Hero incapacitated, bleeds out in 10 min without healing.
- ▶ **Arm:** Useless, hero drops held items but remains standing.
- ▶ **Head:** Unconscious, dies in 5 min unless healed.

Damage ≥ 2× Location's HP

- ▶ **Limb:** Useless, hero in shock, can't fight until healed.
- ▶ **Head/Chest/Abdomen:** Unconscious, loses 1 HP per round unless treated.

Damage ≥ 3× Location's HP

- ▶ **Limb:** Severed or maimed, hero incapacitated.
- ▶ **Head/Chest/Abdomen:** Instant death.

SPECIAL DAMAGE (p106)

A special success (≤ 20% or 1/5 of the success chance) or a critical success (≤ 5% or 1/20 of the success chance) causes additional damage based on weapon type. Critical successes deal max special damage and ignore armor.

- ▶ **Thrusting (Spears, Arrows):** Impaling - 2× normal damage; weapon may get stuck.
- ▶ **Slashing (Axes, Swords):** Slashing - 2× normal damage; excess damage may cause incapacitation.
- ▶ **Blunt (Maces, Clubs):** Crushing - Normal damage + max possible damage modifier.
- ▶ **Cut-and-Thrust (Daggers, Swords):** Choose Impaling or Slashing before rolling.

Modifiers e.g., magic, strength) apply normally. See page 107.

HIT LOCATIONS

D20	Hit Location	Description
1-4	Right Leg	Right leg from hip to foot
5-8	Left Leg	Left leg from hip to foot
9-11	Abdomen	Hip to just under floating rib
12	Chest	Floating ribs to neck and shoulders
13-15	Right Arm	Entire right arm
16-18	Left Arm	Entire left arm
19-20	Head	Neck and head



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ATTACK & PARRY RESULTS (p97)

	Critical Parry	Special Parry	Normal Parry	Failed Parry	Fumbled Parry
Critical attack vs.	Attacker rolls normal damage. Parrying weapon takes 1 HP if damage is greater than current HP. Excess damage goes to affected hit location.	Attacker rolls special damage. Parrying weapon takes 1 HP if damage is greater than current HP. Excess damage goes to adjacent hit location, no armor protection.	Attacker rolls special damage. Parrying weapon HP reduced by damage rolled. Excess damage goes to adjacent hit location, no armor protection.	Attacker does maximum special damage. Defender takes damage, with no armor protection.	Attacker automatically hits, does maximum special damage. Defender takes damage, no armor protection, and rolls on Fumbles table.
Special attack vs.	Attacker parried or deflected Roll parrying weapon's normal damage. Attacking weapon's HP reduced by 1 if damage exceeds current HP.	Attacker rolls normal damage. Parrying weapon takes 1 HP if damage is greater than current HP. Excess damage goes to affected hit location.	Attacker rolls special damage. Parrying weapon takes damage over its HP, same amount of damage goes to adjacent hit location.	Attacker rolls special damage. Defender takes damage.	Attacker causes special damage. Defender takes damage and rolls on Fumbles table.
Normal attack vs.	Attacker parried or deflected Roll parrying weapon's special damage. Attacking weapon's HP reduced by damage exceeding current hp.	Attacker parried or deflected Roll parrying weapon's normal damage. Attacking weapon's HP reduced by 1 if damage exceeds current HP.	Attacker rolls normal damage. Parrying weapon takes 1 HP if damage is greater than current HP. Excess damage goes to affected hit location.	Attacker rolls normal damage. Defender takes damage.	Attacker rolls normal damage. Defender takes damage and rolls on Fumbles table.
Failed attack vs.	Attacker parried or deflected Roll parrying weapon's special damage. Attacking weapon's HP reduced by damage rolled.	Attack parried or deflected Roll parrying weapon's special damage. Attacking weapon's HP reduced by damage exceeding current hp.	Attacker parried or deflected Roll parrying weapon's normal damage. Attacking weapon's HP reduced by 1 if damage exceeds current HP.	Attacker misses. Defender misses.	Attacker rolls normal damage. Defender takes damage and rolls on Fumbles table.
Fumbled attack vs.	Attacker rolls on Fumbles table. Roll parrying weapon's special damage. Attacking weapon's HP reduced by damage rolled.	Attacker rolls on Fumbles table. Roll parrying weapon's special damage. Attacking weapon's HP reduced by damage over current hp.	Attacker rolls on Fumbles table. Roll parrying weapon's normal damage. Attacking weapon's HP reduced by 1 if damage exceeds current HP.	Attacker rolls on Fumbles table. Defender misses.	Attacker rolls on Fumbles table. Defender rolls on Fumbles table.

DODGE RESULTS (p102-103)

	Critical Success	Special Success	Normal Success	Failure	Fumble
Critical Dodge vs.	Attack is dodged.	Dodged.	Dodged.	Attack misses.	Attacker Fumbles .
Special Dodge vs.	Special damage.	Dodged.	Dodged.	Attack misses.	Attacker Fumbles .
Normal Dodge vs.	Maximum special damage, ignores armor.	Special damage.	Dodged.	Attack misses.	Attacker Fumbles .
Failed Dodge vs.	Maximum special damage, ignores armor.	Special damage.	Normal damage.	Attack misses.	Attacker Fumbles .
Fumbled Dodge vs.	Maximum special damage, ignores armor. Defender Fumbles .	Special damage. Defender Fumbles .	Normal damage. Defender Fumbles .	Normal damage. Defender Fumbles .	Attacker and defender Fumble .

FUMBLES (p108-109)

D100	Effect
1-5	Lose next parry.
6-10	Lose next attack.
11-15	Lose next attack and parry.
16-20	Lose next attack, parry, and any Dodge.
21-25	Lose next 1D3 attacks.
26-30	Lose next 1D3 attacks and parries.
31-35	Shield strap breaks; lose shield immediately.
36-40	Shield strap breaks, as above, and skip next attack.
41-45	Armor strap breaks, armor comes loose (roll hit location to determine which piece of armor is lost).
46-50	Armor strap breaks, as above, and skip next attack and parry.
51-55	Fall and lose parry this round (takes 1D3 rounds to get up).
56-60	Twist ankle;; lose half movement rate for 5D10 rounds.
61-63	Twist ankle and fall; apply the effects of 51-55 and 56-60.
64-67	Vision impaired; lose 25% effectiveness on attacks & parries (1D3 rounds unengaged to clear vision).
68-70	Vision impaired; lose 50% effectiveness on attacks and parries (1D6 rounds unengaged to clear vision).
71-72	Vision blocked; lose all attacks and parries (takes 1D6 rounds unengaged to clear vision).
73-74	Distracted; foes attack at +25% effectiveness in next round.
75-78	Attack: Weapon used in attack dropped (takes 1D3 rounds to recover). Parry: Parrying weapon or shield dropped (takes 1D3 rounds to recover).
79-82	Attack: Weapon knocked away (roll as below). Parry: Parrying weapon or shield knocked away (roll as below) (roll 1D6 for number of meters it travels. Roll 1D8 for compass direction it travels; with 1=north, 2=northeast, 3=east, 4=southeast, 5=south, 6=southwest, 7=west, 8=northwest).
83-86	Attack: Weapon automatically shatters if a normal weapon; 50% chance of breaking weapon is named. Parry: Parrying weapon or shield shatters if normal; 50% chance of breaking if the weapon is named.
87-89	Attack: Hit nearest friend (hit self if no friend near); do rolled damage. Parry: Wide open; foe automatically hits with normal damage.
90-91	Attack: Hit nearest friend (hit self if no friend near) at full possible damage. Parry: Wide open; foe automatically hits with normal damage.
92	Attack: Hit nearest friend (hit self if no friend near); critical hit. Parry: Wide open; foe automatically hits with normal damage.
93-95	Attack: Hit self; do rolled damage. Parry: Wide open; foe automatically hits with full possible damage.
96-97	Attack: Hit self; do full possible damage. Parry: Wide open; foe automatically critical hits.
98	Attack: Hit self; do critical hit. Parry: Wide open; foe automatically critical hits.
99	Spectacular Failure: Roll twice on this table and apply both results. If this result is rolled again, continue rolling until two other results are achieved.
100	Catastrophic Failure: Roll three times on this table; apply all three results. If this result is rolled again, continue rolling until three other results are achieved.





