

Melee Combat Options

Assessing: The fighter makes a military arts(tactics) roll and gains a +1 PDL on accuracy or defense rolls for the next turn against his target.

Binding and Trapping: This option uses the fighter's weapon (or bare hands if a hand is free) to disable or lock up his/her opponent's weapon by attacking at -5.

Called Shot: Attacks a specific body area at a -10 penalty (penalty does not affect damage). All successful called shots are critical hits to the targeted region. Called shots must be used at the character's order for that turn.

Charging: The fighter can move his full move (10 + maneuvering(footwork)) and still attack, but loses all actions for the next turn while regaining combat footing.

Counter-attacking: Allows opponent to attack first. If the counter-attacker defends the attack, he gains DMG bonus equal to military arts(tactics) level for his attack. The counter-attack occurs at 2 below the attacker's order roll.

Disarming: An attack is made at -5, which causes no damage. If the disarm is blocked or evaded the disarm fails. Disarmed weapons fly 1d10 yards in a random direction.

Dual-Handed Fighting: One additional attack or parry is gained each turn, but the off-hand receives a penalty of -10 and the main hand a -5 (both offset by AGL).

Guarding: An extra defensive action can be used in place of the offensive action.

Shield Bash: Shields have an impact of -7 or -5 if they are spiked. This mode of attack is modified for accuracy by melee arms(shielding). Shields cannot be used to block when used to attack in the same turn.

Waiting: The offensive action can be delayed by a value designated by the player before rolling order. Note that waiting cannot be used with other combat options.

Combat Modifiers

Surprise Attacks: If the attack is not detected, it cannot be defended against. Moreover, any successful surprise attacks are considered critical attacks. Called shots from stealth still retain the -10 modifier.

Fighting Prone: Receives a -5 on attacking and defense. Two-handed weapons cannot be used when fighting prone.

Flank & Rear attacks: Flank attacks receive a +1 bonus on accuracy, while rear attacks gain a +2 accuracy bonus.

Environment: Twilight, fog and thick forest bestow a -2 on all melee rolls, and a -5 on ranged attacks. Absolute darkness or blindness bestows a -5 and -10 respectively.

Guarding Walk: By halving the rate of movement a fighter may increase parrying or shield block rolls by a bonus of +2. Order rolls are forfeited.

High Ground: When attacking from higher ground, a fighter gains a +1 modifier on attacking rolls.

Molotov Cocktails & Torches: Cause 1d10 LP of damage for 1d5 turns to all within the area of the splatter grid. Molotov cocktail damage reduces effective armor PL by half. Torches have an impact of -5 and armor PL is fully effective.

Mounted Combat: Mounted combat affords the rider +1 on att for melee attacks. Movement is the sum of animal handling(riding) & the mount's footwork. Charging adds the mount's movement x2 to this distance and grants +1d10 on damage. Charging moves the steed and rider 4 yards past the target. Evasion uses animal handling(riding). An animal handling(riding) roll may be used to resist being dismounted. Steeds can attack in place of the rider using the animal's statistics.

Overbearing: Overbearing requires an opponent MGT or melee arms(open hand) roll. If the attacker is successful, only range 0 weapons, including open-hand combat, may be used.

Setting Staff Weapons: Setting spears, pikes or other pole-like weapons bestows a +1d10 bonus on damage to all charging opponents.

Shield Wall: +5 bonus on all blocking rolls and a cover bonus of -7 from ranged attacks. Movement is limited to 5 or the slowest member.

Underwater Fighting: Underwater fighting bestows a modifier of -5 on all combat actions except open-hand and piercing weapons, which are at a -2 penalty.

Off Handedness/Wrong Handedness: A penalty of -10 modified by the character's AGL level.

Ranged Combat

Range	Distance (yards)	Modifier
Short	Within 10	0
Medium	Between 10 and 50	-2
Long	Between 50 and 100	-5
Extreme	Beyond 100	-10

Aiming: Forfeiting a turn to aim grants a +2 on the next shot.

Cover: Ranges from -1 (firing around a corner) to -10 (arrow slit).

Clear shot: By waiting until the end of the turn, penalties from moving and cover are eliminated by besting the target's military arts(tactics) roll. If the roll fails, all actions are lost for the turn.

Mounted Archery: Mounted archers receive a -5 on attacks. A riding check lessens this modifier by 1 PDL.

Moving Targets: Attacking a running target bestows a -5 penalty.

Ranged Weapons in Melee: -5 on defense rolls.

Combat Sequence

Phase 1: Declaration of Actions: Each player declares actions at the beginning of the turn.

- 1) Movement = maneuvering(footwork) - impediment
- 2) Offense roll (or skill roll, such as magic use)
- 3) Defense roll (evasion or parry), plus shield block if used

Phase 2: Order of Actions: The weapon with the greatest range goes first during the first turn.

Order rolls are modified by maneuvering(speed) - impediment.

Loaded crossbows have a +5 on order rolls. Bonus actions proceed at intervals of 2 from the order roll.

Phase 3: Resolution of Actions: Actions are resolved, damage determined, combatants moved, etc.

Actions in the Turn

Normal Actions in a turn:

- Movement (if any)
- Offense roll (arcane or general skill roll)
- Defense roll (evasion or parry), or resistance roll
- Shield block if equipped

Single Actions: Forfeit 1 normal action (not including shield block)

- Half move (move + 5)
- Change actions
- Dismount or mount
- Stand up
- Draw a weapon
- Sheath a weapon
- Pick up an object
- Nock an arrow or bolt (so that missiles can be launched or thrown each turn)

Full Actions: Forfeit all normal actions

- Full move (move +10)
- Retrieve an item from pack
- Light a lantern or torch
- Prepare oil (for molotov cocktail)
- Load goatslever crossbow
- Load heavy crossbow (2 full turns)
- Administer herb
- Administer/Quaff a potion
- Administer healing (5 full turns)

Skills & Specialties

Skill	Field	UnTr	Tal.	Specialty
Alchemy	Arcane	X	RSN	Gas theory, Liquid theory, Reaction theory, Solid theory
Animal handling	Outdoors	0	ITU	Animal training, Riding
Arcana	Arcane	x	ESS	Arcane lore, Variance, Resistance
Athletics ^{IMP}	Outdoors	0	AGL	Acrobatics, Climbing, Running, Swimming
Clothier	Trade	-5	WLL	Leatherworking, Tailoring, Weaving
Commerce	Social	-5	PRS	Appraisal, Bartering
Craftsman	Trade	-5	WLL	Carpentry, Engineering, Masonry, Smithing
Farming	Trade	-5	WLL	Animal husbandry, Horticulture
Fieldcraft	Outdoors	-5	ITU	Hunting, Pathfinding, Survival, Tracking
Linguistics	Academic	-10	RSN	Language, Composition
Lore	Academic	-10	RSN	Ethnology, History
Maneuvering ^{IMP}	Combat	0	AGL	Evasion, Footwork, Reaction speed
Medicine	Academic	-10	RSN	Diagnosis, Healing
Melee arms	Combat	0	WLL	Axes, Bladed weapons, Bludgeons, Open hand, Rogue weapons, Shielding, Staff weapons
Mentalism	Arcane	x	WLL	1st branching, 2nd branching, 3rd branching, 4th branching, Aberrant branching
Metaphysics	Arcane	x	RSN	Calescent theory, Gravity theory, Radiant theory, Submaterial theory
Military arts	Combat	-5	PRS	Command, Siegecraft, Tactics
Nautical Arts	Outdoors	-5	WLL	Fishing, Seamanship
Perception	Subterfuge	0	ITU	Detection, Insight, Lip reading
Performance	Social	0	PRS	Acting, Dancing, Music
Persuasion	Social	0	PRS/BTY	Influence, Seduction
Philology	Arcane	-10	RSN	Alteration formulae, Curative formulae, Poison formulae
Ranged arms	Combat	0	ITU	Bows, Crossbows, Pipes, Slings, Throwing
Science	Academic	-10	RSN	Mathematics, Natural science, Physical science
Shen	Arcane	x	ITU	Path of conflict, Path of harmony, Path of neutrality
Statecraft	Social	-5	PRS/BTY	Etiquette, Governing, Law
Stealth ^{IMP}	Subterfuge	-5	AGL	Hiding, Silence
Stewardship	Trade	0	PRS	Domestic arts, Foodcraft
Theology	Academic	-5	ITU	Ceremony, Meditation, Philosophy
Theurgy	Arcane	x	PRS	Art of channeling, Art of conveyance, Art of divination, Art of imprecation, Art of summoning
Thiefcraft	Subterfuge	-10	RSN	Disguise, Forgery, Lock picking, Sleight of hand, Trapcraft
Visual Arts	Academic	-5	ITU	Glass Blowing, Painting, Sculpting

Skill Advancement

Progression roll: A successful Vital Attribute roll (the VA determined by the talent of the skill) results in raising the level of the skill by 1. The difficulty of the progression roll starts at easy (5) and increases in difficulty every odd skill level. Ways to get a progression roll:

1. The GM will usually allow each player in turn to make one progression roll at the beginning of each gaming session.
2. Progression rolls can also be made when a critical success or failure is rolled (on crits - 11 and 00).
3. Progression rolls may also be granted by the GM when the character makes pivotal decisions based on the character's drive.

- Specialties can be gained at odd levels starting at level 3 by forfeiting an available progression roll.
- Masteries can be learned at skill level 5 and grand masteries at skill level 9 by forfeiting an available progression roll.

Skl Lv	Progression Difficulty	Specialties	Masteries/Grandmast.
1	to get to 1+ (5)		
3	to get to 3+ (10)	1 Specialty	
5	to get to 5+ (15)	2 Specialty	Mastery
7	to get to 7+ (20)	3 Specialty	
9	to get to 9+ (25)	4 Specialty	Mastery or Grandmastery
11	to get to 11+(25)	5 Specialty	

Difficulty Levels

- Easy (5):** Solution is apparent
- Moderate (10):** Solution is ambiguous
- Hard (15):** Solution is obscure
- Formidable (20):** Solution is enigmatic
- Impossible (25):** Solution is inconceivable

Common Statistics

- **Life Points** = (20+Vitality+Build)/5
- **Protection Level** = Armor PL
- **Quintessence Points** = Essence + Arcana(variance)
- **Weight Limit** = 10+Build + Might (min of 1)
- **Move** = Maneuvering(footwork) - impediment
- **Evasion** = Maneuvering(evasion) - impediment
- **Order (ORD)** = Maneuvering(reaction speed) - weapon wgt or level of an arcane variant
- **Attack (ATT)** = Melee arms(weapon type) or Ranged arms(weapon type)
- **Damage (DMG)** = Weapon impact + Might