

COMPARATIVE MOVEMENT TABLE

Time Period	Movement 4m	Movement 6m	Movement 8m	Movement 10m	Movement 12m	Movement 14m
Combat Round	4m	6m	8m	10m	12m	14m
Minute	48m	72m	96m	120m	144m	168m
Hour	2.9km	4.3km	5.8km	7.2km	8.6km	10.1km

DIFFICULTY GRADE TABLE

Difficulty Grade	Skill Modifier
Automatic	No need to roll
Very Easy	Double the skill value
Easy	Add half again to the skill value
Standard	No adjustment.
Hard	Reduce the skill value by one third
Formidable	Reduce the skill value by half
Herculean	Reduce the skill value to one tenth
Hopeless	No attempt can be made

FIRST AID ACTIONS

Injury	Successful Treatment
Asphyxiated	The victim begins breathing again.
Bleeding	The blood flow is staunched.
Impaled	The impaling item is removed without causing further damage to the victim.
Unconsciousness	As long as the unconsciousness is not the result of poisons or narcotics then the injured party is restored to awareness.
Minor Injury	Treatment restores 1d3 hit points to the injury.
Serious Injury	Treatment restores the location to partial functionality, permitting it to heal naturally.
Major Injury	A successful First Aid roll on a location suffering from a Major Injury does not return any Hit Points, nor restore functionality; but it does stabilize the area and prevent immediate death resulting from the damage. More skilled healing is required to treat Major Injuries.

DIFFERENTIAL ROLL RESULTS

Result of Rolls	Antagonist Critical	Antagonist Success	Antagonist Failure	Antagonist Fumble
Protagonist Critical	No Benefit	Protagonist Wins 1 level of Success	Protagonist Wins 2 levels of Success	Protagonist Wins 3 levels of Success
Protagonist Success	Antagonist Wins 1 level of Success	No Benefit	Protagonist Wins 1 level of Success	Protagonist Wins 2 levels of Success
Protagonist Failure	Antagonist Wins 2 levels of Success	Antagonist Wins 1 level of Success	No Benefit	No Benefit
Protagonist Fumble	Antagonist Wins 3 levels of Success	Antagonist Wins 2 levels of Success	No Benefit	No Benefit

PHYSICAL EFFORT TABLE

	How Long?	Example	Skill Roll
Light	CON in hours	Activity that places no strain on the body. All reasonable activities at a steady pace.	None
Medium	CON in minutes	Manual labour; sustained physical exercise.	Easy grade roll vs either Athletics, Brawn or Endurance according to the task (Athletics for exercise; Brawn for heavy lifting; Endurance for general activities).
Strenuous	CON in seconds (rounded up to the nearest Combat Round)	Combat; struggling against the elements; physical activity in adverse circumstances	Standard grade roll vs either Athletics, Brawn or Endurance according to the task (Athletics for exercise; Brawn for heavy lifting; Endurance for Combat).

FATIGUE LEVELS

	Skill Grade	Movement	Strike Rank	Action Points	Recovery Period
Fresh			No penalties		
Winded	Hard	No penalties	No Penalties	No Penalties	15 minutes
Tired	Hard	-1 metre	No Penalties	No Penalties	3 hours
Wearied	Formidable	-2 metres	-2	No Penalty	6 hours
Exhausted	Formidable	Halved	-4	-1	12 hours
Debilitated	Herculean	Halved	-6	-2	18 hours
Incapacitated	Herculean	Immobile	-8	-3	24 hours
Semi-Conscious	Hopeless	No Activities Possible	No Activities Possible	No Activities Possible	36 hours
Comatose	No Activities Possible	No Activities Possible	No Activities Possible	No Activities Possible	48 hours
Dead	Dead				Never

PROACTIVE ACTIONS

Attempt on turn by spending an AP

Attack	Strike with a hand-to-hand or ranged weapon
Brace	Treat SIZ as 50% bigger to resist Knockback or Leaping attacks; SIZ is doubled against <i>Bash</i> special effect
Cast Magic	Cast a spell, call for a miracle, invoke a talent, or summon a spirit; spell may be released at any moment until caster's next turn (at which point it can be held for later effect)
Change Range	Close on or retreat from an opponent; automatic success if opponent has no AP; otherwise: opposed test vs. Evade, or opponent may attack a closing character using combat skill vs. Evade
Delay	Conserve action to later perform a Reactive Action
Dither	Do nothing
Hold Magic	Once casting is complete, hold a spell, miracle or spirit, awaiting the best moment to release it
Mount	Mount or dismount a riding beast
Move	If unengaged, move any distance
Outmanoeuvre	Engage multiple opponents with group opposed roll of Evade; opponents who fail cannot attack that Combat Round
Ready Weapon	Draw, sheath or reload a weapon; retrieving a nearby dropped weapon requires two turns
Regain Footing	If unengaged, regain footing
Struggle	Break free from a special effect

REACTIVE ACTIONS

Attempt any time during a Combat Round as a response to imminent threat by spending an AP

Counter Spell	Dismiss or counter an incoming spell, miracle or spirit; countering magic with a casting time longer than one turn must be prepared in advance and held
Evade	Dive or roll clear of threats such as missiles or a charging attack; character is prone
Interrupt	Delaying characters only; halts an opponent's action in order to take delayed turn
Parry	Deflect an incoming attack

FREE ACTIONS

Attempt any time during a Combat Round; costs no AP

Assess Situation	If unengaged, make a Perception roll; success alerts to any relevant changes in the tactical situation
Drop Weapon	Drop weapon to ground
Signal	Gesturing to one or more participants
Speak	Limited to short phrases
Use Luck Point	Expend a Luck Point
Ward Location	Guard a particular Hit Location by dedicating a weapon to cover the area; any hit that lands in that location is automatically downgraded as per normal parry rules; ward continues until weapon is used to attack or actively parry

IMPALE EFFECTS TABLE

Creature SIZ	Small Weapons	Medium Weapons	Large Weapons	Huge Weapons	Enormous Weapons
1-10	Formidable	Herculean	Incapacitated	Incapacitated	Incapacitated
11-20	Hard	Formidable	Herculean	Incapacitated	Incapacitated
21-30	No Effect	Hard	Formidable	Herculean	Incapacitated
31-40	No Effect	No Effect	Hard	Formidable	Herculean
41-50	No Effect	No Effect	No Effect	Hard	Formidable
Each +10	Follow table progression				

PERMANENT INJURY TABLE

1d3	Hit Point Reduction	Maiming Result
1	Character permanently loses one third of the Hit Points in that location	If a limb, this represents the maiming of a hand or foot. If the head, the character loses one of his sensory organs, eye, ear, nose or tongue. Anywhere else it denotes a disfiguring scar.
2	Character permanently loses two thirds of the Hit Points in that location	A limb is maimed from the elbow or knee down. The head loses two sensory organs. Torso exhibits a gruesomely horrible scar.
3	Location is reduced to a single Hit Point	Limbs are maimed from the shoulder or hip down. The head either loses three sensory organs, half the face or the entire jaw. Chest or abdomen shows such a horrific scar or deformation nobody seeing the healed wound can comprehend how the victim survived.

ARMOUR EFFECTS ON MOVEMENT

Travel Example	Distance Covered (kilometres) per Day (10-12 hours)
Walking	No Change to Movement
Running/Sprinting	Running/Sprinting Speed - Strike Rank Penalty from Armour
Swimming	(Swimming Speed/2) - Strike Rank Penalty from Armour
Climbing Rough Surfaces	Movement - (Strike Rank Penalty from Armour/2)
Climbing Steep Surfaces	Movement - Strike Rank Penalty from Armour
Climbing Sheer Surfaces	Movement - (Strike Rank Penalty from Armour x2)
Jumping	Jumping Distance - (Strike Rank Penalty from Armour/2)

DIFFERENTIAL LEVELS OF SUCCESS

DEFENDER'S ROLL	ATTACKER'S ROLL			
	Critical	Success	Failure	Fumble
Critical	-	Defender gets 1	Defender gets 2	Defender gets 3
Success	Attacker gets 1	-	Defender gets 1	Defender gets 2
Failure	Attacker gets 2	Attacker gets 1	-	-
Fumble	Attacker gets 3	Attacker gets 2	-	-

CLOSE COMBAT SITUATIONAL MODIFIERS

Situation	Difficulty Grade
Attacking a helpless target	Automatic
Attacking in a confined situation	Hard
Defending while on lower ground or against mounted foe	Hard
Fighting while on unstable ground	Hard
Fighting whilst crouching or from one knee	Hard
Fighting in poor visibility (thick fog, snowstorm)	Hard
Defending against an attack from behind	Formidable
Fighting while prone	Formidable
Fighting in partial darkness (dim illumination)	Formidable
Fighting in pitch black conditions (no illumination at all)	Herculean
Blinded or loss of primary perceptive sense	Herculean

RANGED COMBAT SITUATIONAL MODIFIERS

Situation	Difficulty Grade
Light Wind*	Hard
Moderate Wind*	Formidable
Strong Wind*	Herculean
Gale, Storm or Worse*	Hopeless
Target is Running	Hard
Target is Sprinting	Formidable
Target obscured by mist or is in partial darkness	Hard
Target obscured by thick smoke, fog or is in darkness	Formidable
Target is completely obscured	Herculean
Blinded or loss of primary perceptive sense	Hopeless
Target prone	Formidable
Attacker is prone**	Herculean
Attacker is on unstable ground	Hard

DAMAGE REDUCTION TABLE

ATTACKING WEAPON

DEFENDING WEAPON	ATTACKING WEAPON					
	Small	Medium	Large	Huge	Enormous	
Small	All	Half	None	None	None	
Medium	All	All	Half	None	None	
Large	All	All	All	Half	None	
Huge	All	All	All	All	Half	
Enormous	All	All	All	All	All	