

CS

CALCULATE COMBAT SCORE

+ 1 base score

Combat Ready

You are able to perceive, and are aware of, the opponents.

0	1	2	3	4	5	6	7
None	d20	d12	d10	d8	d6	d4	d2

NUMBER OF DICE TO ROLL

1 Base dice



+ ranks in your weapon proficiency

+ bonuses to your weapon proficiency

YOUR SIZE

+ 6

Sixth the Size

You are at least 1/6 the size of your target.

+ 5

Fifth the Size

You are at least 1/5 the size of your target.

+ 4

Quarter the Size

You are at least 1/4 the size of your target.

+ 3

Third the Size

You are at least 1/3 the size of your target.

+ 2

Half the Size

You are at least 1/2 the size of your target.

+ 1

Smaller than Opponent

You are at least 1 size smaller than your target, but not half the size, or smaller.



YOUR POSITION

+ 5

Rear Attack (Unaware)

You are behind your target and your target is unaware of your presence.

+ 3

Rear Attack (Aware)

You are behind your target and your target is aware of your presence.

+ 2

Above In The Air / Water

You are in the air, or water, above your target.

+ 1

Higher Ground

You are on higher ground than your target (includes mounts and vehicles).



YOUR EMOTIONAL STATE

+ 3

Frenzy

You are considered to be in a frenzy.

+ 2

In The Zone

Your 3 previous attacks were successful hits or effects.

+ 1

Calm

You have calmed yourself prior to the attack.



YOUR TIME TAKEN & ALLIES

+ 4

Point Blank Range

Your target is within your reach distance.

+ 2

Close Range*

Your target is within the same area as you, but outside your reach distance.

+ 1

Medium Range*

Your target is within the area adjacent to the one you are in.

YOUR DISTANCE (RANGED)

+ 3

6 Injuries

Your target has suffered 6 injuries prior to this combat round.

+ 2

4 to 5 Injuries

Your target has suffered 4 or 5 injuries prior to this combat round.

+ 1

2 to 3 Injuries

Your target has suffered 2 or 3 injuries prior to this combat round.

TARGET'S INJURIES

+ 3

Surprised

Your target was unaware of any attackers and is taken by surprise (e.g. an ambush).

+ 2

Attacked*

Your target attacked someone during the current round or the previous round.

+ 1

Unarmed

Your target is currently not wielding a weapon.



YOUR DISTANCE (RANGED)

Held or Pinned

Your target is held or pinned in place.

On The Ground

Your target is laying on the ground.

Retreating

Your target is retreating or fleeing (moving away from combat without withdrawing).

Encumbered / Submerged

Your target is carrying more than their Max CV or more than knee deep in a liquid.

Burning

Your target is considered burning (either by fire, acid or magical effect).

Stationary*

Your target did not move or take a step quick action during their turn.

Occupied*

Your target is occupied with: casting a spell, firing a ranged weapon, using a non-weapon item, picking up an object or loading a weapon, etc.



+ 1 / - 1

Spend a Story Value Token
By spending a story value token you can increase (or decrease) the combat score.

M Melee Attacks Only

* Does not apply when you are firing into combat involving allies.

** Does not apply to rapid fire weapons



TARGET UNDER FIRE

+ 1 per

Suppression

For each ranged attack fired at your target in the previous round or the preceding part of the current round.

PV

CALCULATE PROTECTION VALUE

0	1 d20	2 d12	3 d10	4 d8	5 d6	6 d4	7 d2

Sacrifice

Shield & Armour Effect
You can negate all injuries from a hit by sacrificing the shield or armour with this effect. QV is reduced by 1.

YOUR ALLIES

+6

Assistance
You are within reach distance of 6 or more allies.

+5

Assistance
You are within reach distance of 5 allies.

+4

Assistance
You are within reach distance of 4 allies.

+3

Assistance
You are within reach distance of 3 allies.

+2

Assistance
You are within reach distance of 2 allies.

+1

Assistance
You are within reach distance of 1 ally.

A

HOW FAR AWAY ARE YOU?

+4

Telescopic Range
Your attacker is telescopic range away.

+3

Extreme Range
Your attacker is extreme range away.

+2

Long Range
Your attacker is long range away.

+1

Medium Range
Your attacker is medium range away.

B

YOUR SIZE

+3

5 or More Sizes Larger
You are 5 or more sizes larger than the opponent that hit you.

+2

3 or 4 Sizes Larger
You are 3 or 4 sizes larger than the opponent that hit you.

+1

1 or 2 Sizes Larger
You are 1 or 2 sizes larger than the opponent that hit you.

C

DID YOU MOVE?

+3

Moving Target
You moved 3 or more area increments during the preceding part of the round, or the previous turn.

+2

Moving Target
You moved 2 area increments during the preceding part of the round, or the previous turn.

+1

Moving Target
You moved 1 area increment during the preceding part of the round, or the previous turn.

D

YOUR COVER

+2 per

Cover to Both Sides
You have cover to both sides of your position (eg. walls).

+1

Cover to One Side
You have cover to one side of your position (eg. wall).

E

YOUR SITUATION

+4

Submerged
You are fully submerged and are between reach and double reach distance away.

+2

Submerged
You are semi or fully submerged and are within reach distance.

+1 / -1

Spend a Story Value Token
By spending a story value token you can increase (or decrease) your protection value (PV).

ADD PV DICE TO YOUR POOL

+1 base dice

Base
You always receive at least 1 dice if you have a PV of at least 1, unless specified otherwise elsewhere.

+ 2

Cover Between
You have cover between you and the attacker (eg. wall).

+ 1 per

Parry
For each rank in the Parry expertise you have. You must have a second weapon in your off hand.

+ 1 per

Dodge
For each rank in the Dodge expertise you have.

x Multiple

Double, Triple & Quadruple
Double the size of the attacker, PV dice pool X 2. If triple the size, PV dice X 3, quadruple, 4 X PV dice, etc

+ 1 / -1

Spend a Story Value Token
By spending a story value token you can add 1 (or subtract 1) protection value dice from your pool.

BASIC HEALING

Disabilities d6/d8

1. Head

MENTAL, SOCIAL, CREATIVE, SENSES, EDUCATION & EMOTION ranks & bonuses are considered 0.

4 & 6. Leg (First)

PHYSICAL ranks & bonuses for skill checks requiring two legs are considered 0. All movement beyond reach distance requires a run/sprint check (no XP).

4 & 6. Leg (Second)

PHYSICAL ranks & bonuses for skill checks requiring legs are considered 0. Cannot move more than reach distance in a turn.

7. Tail

PHYSICAL ranks & bonuses for skills requiring a tail are considered 0. Cannot use any tail abilities or effects.

3 & 5. Arm (First)
PHYSICAL & CREATIVE ranks & bonuses for skill checks requiring two arms are considered 0. Only single handed weapons can be wielded and cannot use a shield.

3 & 5. Arm (Second)

PHYSICAL & CREATIVE ranks & bonuses for skill checks requiring arms are considered 0. No weapons or shields can be wielded.

8. Wings

PHYSICAL ranks & bonuses for skills requiring wings are considered 0. Cannot fly more than reach distance in a turn.

Quick Rest

If the character has water they may perform a healing check to heal 1 normal injury.

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Short Rest

If the character has a drink of water they may automatically heal 1 normal, or disability, injury.

Full Rest

If the character has a ration they may automatically heal 1 normal, or disability, injury.

If the character has comfortable bedding they may perform a healing check to heal 1 normal injury.

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+ 2 Bonus

If the character uses bandages they gain a bonus to their normal injury healing check.

+ 2 Bonus

If the character uses a splint or a cast they gain a bonus to their disability injury healing check.

+ 1 Bonus

If the character uses Salves, Ointments & Balms they gain a bonus to their normal injury healing check.

+ 1 Heal

If attended by another character who forgoes rest, the injured character heals an additional injury on a success.

DL

STANDARD CHECKS

0	None	1 d2	2 d4	3 d6	4 d8	5 d10	6 d12	7 d20
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ZSSM
System Reference Sheet
version 0.95

Difficulty Level

Determined by the director.



+ 1 Base Dice

Base
You always receive at least 1 dice, unless specified otherwise elsewhere.

+ 1 Dice per

Rank
For each rank in an appropriate ability, forté, expertise and specialty that you have earned.

+ 1 Dice per

Ability Bonus
For each bonus that you have in the appropriate ability.

+ 2 Dice

Correct Equipment
You have the correct equipment for the task.

+ 1 Dice per

Previous Attempt
For each recent failed attempt at the same task add an additional dice to the pool.
Restrictions apply.

+ 1 Dice per

Per Person Assisting
For each person assisting you in the task.
[No-one earns XP from the check.]

+ 8 Dice

Devote a Complete Rest
You devote an entire complete rest period to the problem.
Only non-rest actions.

+ 4 Dice

Devote a Full Rest
You devote an entire full rest period to the problem.
Only non-rest actions.

+ 2 Dice

Devote a Short Rest
You devote an entire short rest period to the problem.
Only non-rest actions.

+ 1 Dice

Devote a Quick Rest
You devote an entire quick rest period to the problem.
Only non-rest actions.

+ 1 Dice

Calm
The surrounds are calm, peaceful and uneventful.

+ 1 / - 1

Spend a Story Value Token
By spending a story value token you can add 1 (or subtract 1) to the difficulty or the dice from your pool.

2 4 6 injuries

Difficulty Level

Equal to your current number of injuries.
+1 if your leader has been neutralised.

+ 1 Dice per

Uninjured Ally
Your uninjured ally within line-of-sight is not held, pinned, incapacitated, gripped with fear, fleeing or withdrawing.

+ 1 Base Dice

Base
You always receive at least 1 dice, unless specified otherwise elsewhere.

+ 1 Dice per

Rank
For each rank in emotion ability, calm forté, control fear expertise and specialty that you have earned.

+ 1 Dice per

Emotion Bonus
For each bonus that you have in the emotion ability.

+ 1 Dice

Leader Alive
Your leader is alive and within your line-of-sight and field of view.
Only when one is determined.

+ 1 Dice per

Previous Attempt
For each recent failed previous emotion check add an additional dice to the pool.

Rage, Frenzy, Scare & Cause Fear Checks

Rage & Frenzy DL

Equal to 7 minus your current number of injuries.

Scare & Fear DL

1 + Opponent's ranks in:
Emotion ability
Calm forté
Control Fear expertise.

+ 1 Base Dice

Base
You always receive at least 1 dice, unless specified otherwise elsewhere.

+ 1 Dice per

Emotion Bonus
For each bonus that you have in the emotion ability.

+ 1 / - 1

Spend a Story Value Token
By spending a story value token you can add 1 (or subtract 1) to the difficulty or the dice from your pool.

+ 1 Dice per

Rank
For each rank in emotion ability, rage forté, frenzy expertise and specialty that you have earned.

+ 1 Dice per

Injured Ally
For each ally in the area with four or more injuries.
Rage and Frenzy only.

+ 1 Dice per

Outnumbered
For each opponent that outnumbers your party.
Rage and Frenzy only.

+ 1 Dice per

Opponent Double the Size
For each opponent double your size.
Frenzy only.

Becoming Enraged

If you fail 3 successive attempts to hit your opponents, or you have ranks in the rage forté, you may build up a rage during your emotion check phase.

Becoming Frenzied

While raging, you fail 3

successive attempts to hit your opponents, or you have ranks in the frenzy expertise,

you may build up a frenzy during your emotion check phase.

+ 1 Dice per

Rank
For each rank in emotion ability, scare forté, cause fear expertise and specialty that you have earned.

+ 1 Dice per

Outnumber
For each ally that outnumbers the opponents.
Scare and Cause Fear only.

+ 1 Dice per

Injured Opponent
For each opponent in the area with four or more injuries.
Scare and Cause Fear only.

+ 1 Dice per

Double the Size or More
You are double your opponent's size, or more.
Scare and Cause Fear only.

+ 1 Dice per

Larger Allies
For each ally double your opponent's size, or more.
Scare and Cause Fear only.

COMMON CHECKS

Ammunition

DL = Weapon's AV
Success = No more ammo

Roll 1 dice per ranged attack performed.

For weapons with the jam effect, roll the dice a second time. A success means the weapon has jammed. Unjamming the weapon requires 2 ranks in that weapon.

Water & Rations

DL = Water Source or Ration
Success = Run out of water or rations.

Roll 1 dice per use of the water source or ration.

Light Source

Test at the beginning of each transition, or when the light source is dropped.

DL = Light Duration Rating
Success = The light source is extinguished and has run out of its fuel source.

Roll a single dice for the check.

Poison

1 Base dice
+1 per rank in: Constitution, Resistance forté, Resist Poisons expertise and specialty
+1 per Constitution bonus +Bonuses.

Success lowers the DL of the poison by 1.
Failure causes a poison effect and does not lower the DL of the poison.

Disease

1 Base dice
+1 per rank in: Constitution, Resistance forté, Resist Disease expertise and specialty
+1 per Constitution bonus +Bonuses.
Success lowers the DL of the disease by 1.
Failure causes you to gain a symptom of the disease and the DL of the disease is lowered by 1.

Intoxication

When you choose to stop imbibing the intoxicant:
1 Base dice
+1 per rank in: Constitution, Resistance forté, Resist Intoxication expertise and specialty
+1 per Constitution bonus +Bonuses.
Success means you stop imbibing.
Failure means you imbibe the intoxicant again.

Story Value Tokens

Additional uses:
Reroll a dice pool
Change any 2 rolled to a 1.
Force the director to reroll.
Create a suitable mundane item nearby within context & theme of the environment.
Heal 1 injury instantly.
Reduce fatigue by 1 for 1 roll.

Quick Rest

Drink
Search the area
Rearrange equipment

Short Rest

Drink
Eat a meal
Search the area
Rearrange equipment
Craft an item
Brew a potion
Write a scroll
Regain energy

Full Rest

All short rest options, plus Sleep
Smith weapon / armour
Repair an item
Reduce fatigue by 1
Regain regeneration

Complete Rest

All full rest options, plus Recover from everything
Gain 1 XP in anything
Craft up to 3 items, spells or potions
Smith 1 piece of armour or a weapon

Fatigue!

If you have points in fatigue you need to roll an additional success per fatigue point on all rolls requiring the use of your abilities or weapon proficiencies.
YOU SHOULD REST AS SOON AS POSSIBLE!

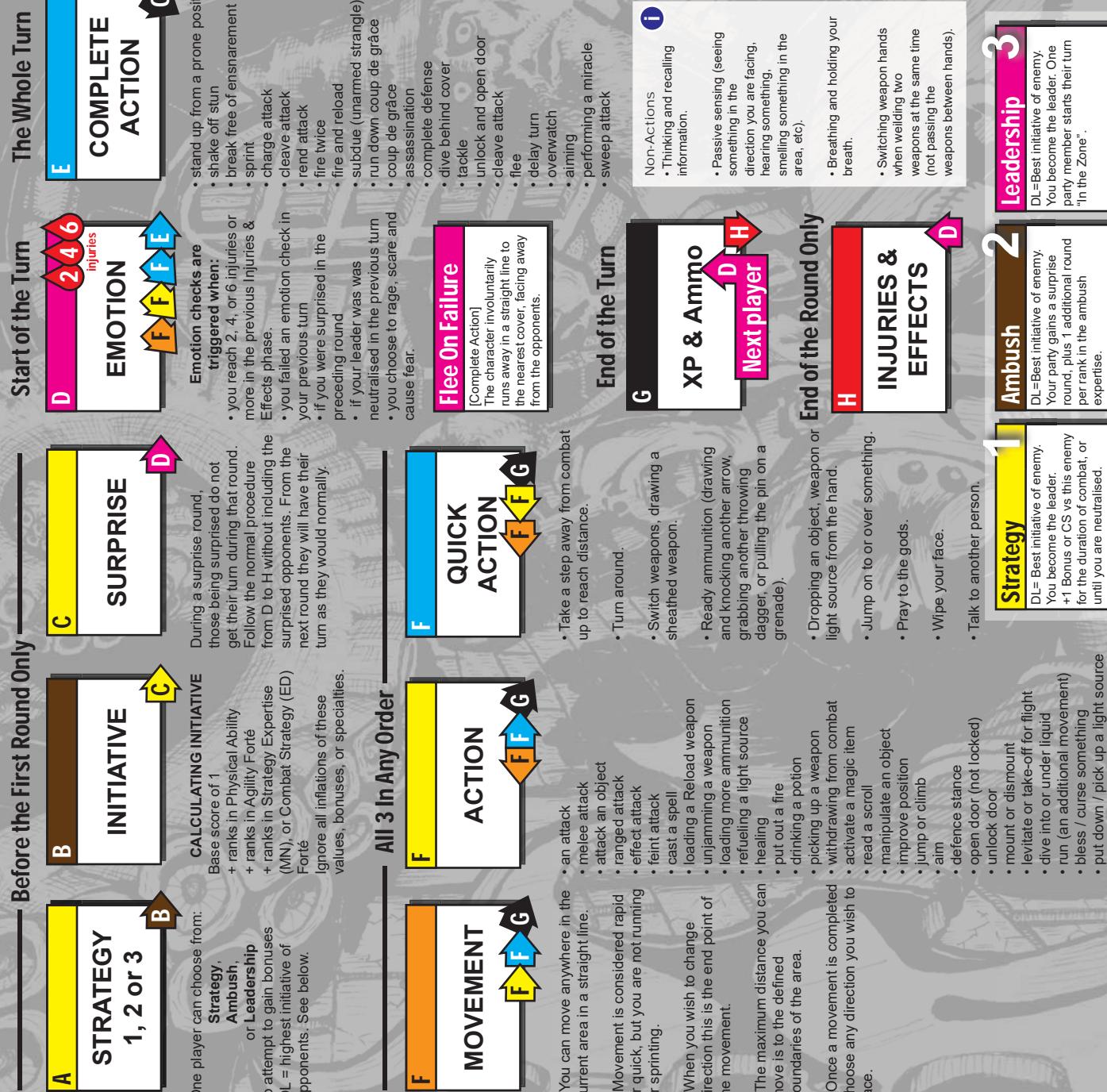
Combat Round and Turn Flow

From **A** to **H**

Special Actions & Effect Attacks

* Requires a weapon with this effect in order to perform

Rend* [Complete Action] You inflict 2 Injuries plus the loss of a body part by checking against the "disabilities" table.	Dive Behind Cover [Complete Action] You dive behind cover and receive PV+4 and double the PV Dice pool to a minimum of 4 dice.	Stun* Your opponent, up to double your size, is stunned and cannot move or act until they shake off the stun.
Break Weapon* Renders a piece of armour, or a weapon useless, or reducing it by 1 QV. Cannot be used against "durable" weapons.	Ensnares* An ensnared opponent is considered bound.	Subdue [Complete Action] Surprise round only - you surprise an unaware opponent unconscious from behind (no injuries caused).
Cleave* (Multi) [Complete Action] A successful attack gains an additional attack against any opponent within reach in front of you.	Feint Attack [Complete Action] An normal attack which causes no injury but rather allows you to move your opponent up to their reach distance in any direction, facing any direction.	Swashbuckle* [Complete Action] You can withdraw, gain an advantage of +3 on your next combat score calculation.
Cleave* (Single) [Complete Action] A successful attack doubles the number of injuries on a single target.	Complete Defense [Complete Action] Your ranged weapon can be fired twice. Your ranged weapon can be fired once and reloaded.	Fire Twice/Reload [Complete Action] Using the off hand, you no longer gain the +1 Base Dice and only add dice from weapon proficiency ranks and bonuses.
Crush* [Complete Action] You gain +2 PV and +2 PV Dice until the beginning of your next turn.	Crush* [Complete Action] A successful attack causes 1 additional injury.	Off Hand Weapon [Complete Action] You can withdraw, gain an advantage of +3 on your next combat score calculation.
Defense Stance [Complete Action] You gain +1 PV and +1 PV Dice until the beginning of your next turn.	Overwatch [Complete Action] You perform a single action and a single quick action during an opponent's turn before the start of their next turn.	Tackle [Complete Action] You can knock over an opponent within the reach distance of your weapon, even behind you.
Flee On Failure [Complete Action] The character involuntarily runs away in a straight line to the nearest cover, facing away from the opponents.	Pin* Pin an opponent to a suitable surface. The opponent may attempt to dodge the attack.	Trip* The opponent is tripped and they end up laying on the ground. The opponent may attempt to dodge.
End of the Turn	XP & Ammo Next player	Two Weapons After 3 consecutive successful attacks in a row while wielding a second weapon in your off hand, you gain a bonus attack.
MOVEMENT	INJURIES & EFFECTS	Withdraw An attack action that requires no roll, but allows you to leave combat without fleeing and continue to face the opponent.



Magic Spells

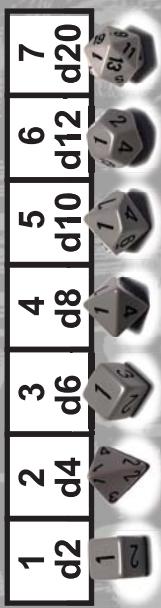
Grade	Range & Duration	Number of Dice =	Description
Grade 1	1 Round Duration	+1 per Effect	The spell targets a specific target point. For each additional grade you can target an additional point.
Grade 2	2 Round Duration	+1 per Transfer	The spell has one additional effect from the list of discovered effects.
Grade 3	3 Round Duration	+1 per Point	The spell targets a specific target point. For each additional grade you can target an additional point.
Grade 4	4 Round Duration	+1 per Duration	The spell arcs from you to the target, over or around anything between you and the target. Anything through which the arc passes is also affected.
Grade 5	5 Round Duration	+1 per Type	The spell has 1 additional type from the list of discovered types.
Grade 6	6 Round Duration	+2 per Injury	The spell causes 1 injury by a single type of damage.
Grade 7	7 Round Duration	+2 per Heal	The spell heals 1 injury by a single type of damage.

Range & Duration

Verbal & Gestural Casting

D_L= Spell Grade

+1 per Bonus	Add the number of dice equal to any bonus you may have in this type of magic.
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Energy Check

Number of Dice =
The grade of the spell that was cast, or that was attempted.

D_L= Energy Ranks

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If you are successful on an energy check, this means you successfully run out of energy. You gain +1 XP in energy rank. You must perform a short rest to restore your energy.

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Modifying Spell Grades for All Magic Types

+1 per Point	+1 Ray	+2 Circle	+3 Spray / Cone	+4 Cloud
The spell targets a specific target point. For each additional grade you can target an additional point.	The spell is a ray, beam or straight line from you to the target, over or around anything between you and the target. Anything through which the ray passes is also affected.	The spell creates a circle around a specific point. Anything passing though the circumference of the circle is affected by the spell.	The spell creates a cone of effect in the direction you are facing. Anything within the cone is affected by the spell.	The spell creates a cloud. The size of the area it is in. Anything within the cloud is affected by the spell.
+1 Effect	+1 Duration	+1 Range	+1 per Move	+1 per Detection
The spell has one additional effect from the list of discovered effects.	The spell remains in effect for 1 extra round.	The spell moves from one point to the next in 1 round. This does not include from you to the first target, only subsequent moves.	The spell has one additional word of control or instruction beyond the first.	You can only modify spells using methods learned from other spells that you have discovered. If you do not have a spell with any of these modifications included in them, then you may not use them. These modifications once applied
+2 Lasting Effect	+2 per Injury	+2 per Fatigue	+2 per Energy	+1 Force
The spell remains in effect for an additional scene, transition, stop (up to 3), or the next length of rest (up to a complete rest).	The spell causes 1 injury by a single type of damage.	The spell causes 1 point of fatigue by a single type of damage.	The spell energy by 1 by a single type of damage.	The spell has one additional size from you for the calculation of effect, or its explosive force (EF) is increased by 1.

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