## Combat

Player characters meet a wide range of non-player characters (NPCs) during the course of their adventures. Some of these NPCs will be friendly; others may be negotiated with. Still others are beyond reason. Hungry beasts, hateful goblins and crazed Talak abound and when the PCs encounter them, they better be ready for a fight.

### Distance Scale

Combat in Bostonia FRP is played on a map of hexes. Each hex (since the hexes on most maps are one inch, a hex is often called an inch) represents 2 meters. To summarize:

**1 hex = 1” = 2 meters**

### Time Scale

Combat is played in a series of turns called rounds. Each round represents a frame in a comic book, or a short descriptive passage in a novel. For those situations that need a more accurate representation of time, each round is about 3-5 seconds long.

**1 round = 3-5 seconds**

### Turn Sequence

Rounds in Runebearer combat are relatively simple. Each round begins with an initiative phase where characters determine the order in which they get to act. Then, each player (in order of their initiative) takes his action. When all combatants have taken their actions, you start a new round.

#### Initiative

Initiative determines who gets the first opportunity to act in a combat round. To determine initiative, each combatant rolls a 1d12 and adds their INI score and any other modifiers for their weapon, spells or the situation. The high total acts first, followed by the second highest and so on. If there is a tie between two or more combatants, they should re-roll to break the tie. When breaking a tie, the second roll has the same modifier as the first.

**Example of Initiative**: Two adventurers, Alanna (INI +1) and Kale (INI 0) are traveling through the forest, when they come upon a group of three goblins along a trail. Neither group is surprised and the goblins immediately move to attack. The GM calls for initiative for round 1. The rolls are as follows:

|  |  |
| --- | --- |
| ***Character*** | ***INI*** |
| *Alanna* | *6+1=7* |
| *Kale* | *3+0=3* |
| *Goblin 1* | *4+0=4* |
| *Goblin 2* | *8+0=8* |
| *Goblin Leader* | *5+2=7* |

In this round, goblin 2 goes first. After he acts, the Goblin Leader and Alanna roll to break their tie. Alanna rolls a 5 for this tiebreaker and adds 1 for a total of 6. The goblin leader rolls a 10 and adds 2 for a total of 12. So the goblin leader acts, then Alanna. Next goblin 1 goes and finally, Kale acts.

##### Surprise

In certain situations, one side in a combat might surprise another. Conditions for surprise are up to the GM and should be based on the situation leading up to the conflict.

The side that surprises its opponents gets a free round of action.

The surprised side cannot act, but can use any appropriate defenses if they can see the attacks coming. Surprised defenders that cannot see the attacks coming can only use their Base Defense.

##### Initiative Modifiers

Many weapons and spells have initiative modifiers. This number modifies the initiative roll at the beginning of the round. Thus, a character using a knife gets a +1 to his initiative roll whereas a person using a pole arm will get a –1.

##### Changing Initiative Mid-Round

Unfortunately, the initiative modifiers assume that the player knows what his character is doing that round and what weapon or spell he is using to do it. When a character takes a modifier to his initiative he is essentially declaring what he intends to do that round. If he does something different, then his initiative could change in the middle of a combat round. A character’s initiative score can never increase in the middle of a round. It can only decrease.

**Example of Initiative Changing in Mid-Round**: Alanna is in combat with two goblins and intends to move up to her opponents this round. She rolls an 8 for initiative. Since moving has no initiative modifier, Alanna acts with an initiative score of 8. The goblins get initiative rolls of 9 and 7.

The goblin with a 9 initiative moves first and steps up to Alanna and attacks her. He misses. It is Alanna’s turn to act and she would like to draw her axe and counter-attack. However, her war axe has an initiative modifier of –1. This means she must act with a 7 initiative instead of her 8. Instead of attacking, Alanna must roll a tie breaker against the goblin who ties her 7 initiative.

**Example of Initiative Not Increasing**: Kale is currently using a long spear to fight. His initiative, including the –1 modifier is 6 this round. A goblin shaman with an initiative of 7 is going to release a spell this round. Kale’s player indicates that Kale is going to drop his spear, draw a knife (init modifier +1) and with his newfound initiative of 8, throw the knife before the spell is released.

This is not permitted. The fastest Kale can act is with his original initiative of 6. If instead he were to pick up a small boulder (init modifier –2) and throw it at the shaman, he could act on initiative 5, but the hernia might keep him from acting at all.

#### Actions and Half-Actions

When it is your turn to act, you can perform a full action, or two half-actions. An action is defined as something you could complete in a round. This might include climbing over a fallen tree, sawing through a thick rope, tying a bootlace, or rummaging in your pack. Anything the GM decides could be done in 3-5 seconds, or a frame in a comic book. A half-action is something that takes only a second or two. Drawing a sword and standing up from a sitting position are examples.

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###### Actions and Half-Actions

|  |  |  |
| --- | --- | --- |
| **Full Actions** | **Half Actions** | **No Time** |
| Moving Your Base Move | Moving Up to Half Your Base Move | Speaking |
| Running 1.5x Your Base Move \* | Attacking an Opponent (must be last half-action taken) \*\*\*\* | Drop an Object |
| Sprinting 2x Your Base Move \* | Draw a Weapon/Put a Weapon or Arrow Away | Drop Prone |
| Casting a Spell | Make an Un-aimed Attack With a Missile Weapon |  |
| Rummage Through a Pack \*\* | Stand Up |  |
| Tie/Untie a Knot \*\* | Open a Door (easy) |  |
| Navigate an Obstacle \*\*\* | Pick Up an Object |  |
| Open a Door (stuck) \*\* | Cutting a Thin Rope |  |
| Breaking Out of a Hold \*\* | Scan a Room \*\* |  |
| Sawing Through a Thick Rope |  |  |
| Load a Crossbow |  |  |
| Aimed Attack With a Missile Weapon |  |  |

**Notes:**

\* A character running or sprinting takes penalties to his defense and limitations to his actions the next round. See Movement in Combat for details.

\*\*  The GM might require an attribute test to determine the success of this action. Alternately, he might declare that this action takes more than one round to complete.

\*\*\* Depending on the nature of the obstacle, a successful climbing or acrobatics roll might halve the time required. Also see \*\* above.

\*\*\*\* In a round, attacking must be the last thing that you do. Once you attack an opponent, your action is over, even if you have a half move remaining. See Attacking and Moving in Combat for details.

Some of these actions may not automatically be successful. For instance, to tie a knot, the GM may have you make a DEX test. Rummaging through your pack to find an item might have a random chance of success depending on the number of items in your pack (or the GM might require a PER test). In addition, some of the actions, such as attacking or moving more than your Base Move, have special restrictions on them. These will be dealt with later in the chapter.

In addition, some actions may take more than one round at the GM’s discretion. For instance, the chart says navigating an obstacle takes a single action. This applies for obstacles like small fences, fallen trees or a table – things that are easy to climb or vault over. However, if the obstacle is a high wall with spikes on top, a thorn bush or a pool of quicksand, the GM may rule that it takes many rounds of action to cross. Rummaging through a pack is another potential multi-round action. If you have a sack with 3 or 4 items in it, then one action is an appropriate length of time in which to find that Potion of Might. If you have 25 items in there, then you would have to be really lucky to pull the potion out in that amount of time.

**Example of Actions and Half-Actions**: Kale is in combat with a group of goblins. He wants to attack the humanoids, but is 3” (3 hexes) away from the closest one. This means Kale would need to move 2” to be adjacent to the goblin and then attack. His Base Move is 6”. Looking at the above chart, we see that a move of 2” is less than half of Kale’s base, so it is a half action. Attacking is also a half action, so Kale can move up to the goblin and then attack.

**Another Example**: Alanna has been knocked down and disarmed by the goblin leader. Alanna wants to get her sword, stand and attack the goblin. Looking at the chart, we see that standing is a half action, picking up her weapon is a half action, as is attacking. She cannot do all three things in a single round. She could get her weapon and attack from the ground (at a penalty for being on the ground), or stand and punch, or stand and get her weapon.

**An Example of Multi-Round Actions**: The goblins have fled, but more are coming this way. During the battle, Kale is injured and is in need of healing. Alanna wants to apply her healing salve to Kale’s bleeding leg. The GM rules that this “action” consists of getting the salve out of Alanna’s herb pouch (1 round), getting a bandage (1 round), applying the salve to the bandage (1 round) and applying the bandage to Kale’s leg (2 rounds). The GM tells Alanna that using the salve will take 5 rounds.

##### Declaring and Saving an Action

A character that has the initiative does not necessarily have to act on his turn. He may want to wait and declare his action, saying something like, “I wait until an enemy comes through the door. Then I attack.” Or, it could be a vague decision to wait and “see what happens.”

##### Declaring an Action

A character that declares a specific action and a trigger for that action is said to have made a **specific declaration**. When a character makes a specific declaration, he is poised and ready to act on a moment’s notice. As soon as the trigger happens, the character will act.

**Example of Making a Specific Declaration**: Alanna and Kale have penetrated the goblin stronghold. They enter a room and see furs, chests and trinkets of all kinds lining the floor and walls. They have found the leader’s treasure room. While Alanna enters to search for the object of their quest, Kale moves to the door. Kale’s player states, “Kale moves to the door. He will attack anyone who comes through.” This is a specific declaration. The trigger is someone walking through the door. The action is an attack.

**Another Example of a Specific Declaration**: A huge combat rages between a group of humans and a group of goblins. Alanna and Kale are in the middle of this melee. During the fight, Alanna has spotted a goblin shaman. His spells could turn the tide of the battle against the humans. Alanna wins initiative this round, but has no way of getting to the shaman. Instead of using her action, she waits, watching the shaman. If he begins to cast a spell, she will draw a throwing knife and use it to attack the shaman. Alanna has made a specific declaration. The trigger is the shaman casting. The action is drawing and throwing a dagger.

A character that has declared his action will always act when the trigger presents itself regardless of initiative. This will allow the declaring character to act before (or in the middle of) someone else’s action. This makes sense. The declaring character was watching, waiting to act. If the trigger condition is met, the character that has an action declared will get to preempt his enemies and possibly thwart their action.

**Example of Preempting**: Later in the combat round, the goblin shaman begins to cast a spell. Alanna has declared her action, so as soon as the shaman starts chanting, she gets to attack with her throwing dagger. The shaman has no chance of finishing his spell before Alanna attacks, since she was waiting for him to cast.

In certain situations, the GM might require a PER roll to preempt your opponent. For instance, if there were many combatants between you and the shaman, it may not be easy to discern that he has begun chanting a spell. If it is foggy, or raining, dark or loud, you may have a hard time realizing your action trigger has occurred. On the other hand, some situations might warrant a PER roll to NOT act when the action trigger happens.

**Example of a Good Time Not to Act**: While Alanna searches the treasure room, Kale waits to slice anyone coming through the door. Suddenly, Petor, another adventurer enters the room, looking for our heroes. The GM rules that Kale is startled and starts his attack. He allows Kale to make a PER roll to not hack Petor to bits.

##### Saving an Action

If you do not want to act when you have the initiative, it is not required that you declare your action. You can also **save your action**. A character that has a saved action is waiting and watching the situation, ready to react to events as they occur. This is different than making a declaration because you are not specifying an action and trigger. You are simply waiting.

After you save an action, you may use it **at any time** (including in the middle of someone else’s action) to try and preempt your enemy. However, since you were reacting (as opposed to making a specific declaration), you do not automatically preempt your target. Instead, both the saving character and the interrupted character roll 1d12 and add their SPD scores. High roll gets to act.

**Example of Saving an Action**: The combat is going badly for the humans. A mage on the human side begins casting. His spell will take a round to complete and is extremely delicate. If anyone hits the mage while he is casting, it will ruin the spell. Alanna decides to guard the mage. When it is her turn to act, she saves her action, ready to react to any threat.

Later that round, a goblin charges the mage. Alanna preempts the goblin, attempting to intercept and engage him before he can ruin the spell. Since Alanna did not declare her action, she has to roll against the goblin. Alanna rolls a 6 and adds her speed of 13 for a total of 19. The goblin rolls a 7 and adds his speed of 11 for a total of 18. Alanna wins and gets to act. She moves in front of the goblin and attacks him.

##### Declaring or Saving Across Multiple Rounds

A character can declare or save an action across combat rounds. However, no character may have two actions in a combat round (there are some specific exceptions to this rule, as we may see later). If you save an action and the current round ends, you may keep your saved action into the next round. At any time before it is your turn to act in the new round, you may use your saved action to preempt your enemies. If you do not use your saved action by the time it is your initiative in the new round. You lose the saved action, but can use your new action normally (including saving it). If you do use the saved action in the new combat round, you may not use your normal action.

**Example of Saving an Action Between Rounds**: In the combat example with Alanna and the shaman, let’s say the shaman does not cast a spell. Instead, he yells orders to his troops. Alanna declared her action on round 3, but since the shaman did not cast, she did not use her action. She keeps her declared action to round 4. This round the shaman gets an 8 initiative and Alanna gets a 4. The shaman will act first.

If, on his initiative, the shaman decides to cast a spell, Alanna still has an action declared. She will be able to preempt the shaman and throw her dagger at him. Since she cannot have two actions in a single round, once she throws the daggers, she loses her normal action which would have occurred later that round.

If the shaman does not cast, Alanna can still act when it is her normal turn with her 4 initiative.

##### Movement and Position in Combat

Moving a number of hexes equal to or less than half your base move (rounded up) takes a half action. Moving any more than your half move, constitutes a full action. Please note, that under no circumstances should a character be allowed to take two half moves in an action to take advantage of the rounding and move more than his Base Move score.

**Example of Full and Half Moves**: Alanna has a Base Move score of 7 hexes. This means that in a given round, she can move up to 7/2 = 3.5 which rounds to 4 hexes and take only a half action. If she moves from 5-7 hexes in a round, she must take a full action. She could not tell the GM she would like to make 2 half moves (at 4 hexes a piece) to move 8 hexes in a round.

##### Moving and Attacking in Combat

In a given round, a character can move up to half his Base Move and then attack. Any character that moves and attacks in the same round takes a –1 to his attack roll. Also, attacking an opponent ends your action. Thus, if you attack during your first half action, you lose your second half action. Attacking must be the last thing done during your action.

##### Running and Sprinting

A character’s full move consists of a cautious jog that takes into account the combat situation. A character can make a full move and still defend without penalty. However, there are times when a character needs to cover a lot of ground quickly, without regard to defense. In these cases, a character might want to run or sprint.

A character that runs can move up to 1½ times his full move. Thus a character with a 6 hex move could run 9 hexes during his action. Running takes a full action. In addition, a character that runs is not paying attention to his defense. He cannot parry or shield block. He is only allowed to dodge at a –2.

A character that sprints can move up to 2 times his full move. Thus a character with a 6 hex move could sprint 12 hexes during his action. Sprinting takes a full action. In addition, a character that sprints cannot defend himself at all. He cannot parry, dodge or shield block and must rely on his base defense mode.

##### Facing

Every combatant has a facing. Characters can face any of the six hex sides of the hex they occupy. They cannot face a hex corner. The three hexes in the front of the character are called his front. The hex directly opposite the one the character is facing is his rear. The other two hexes are his flank.

facing

During your turn, changing your facing takes no time. However, once you attack someone, you must turn so as to have your target in one of your front hexes.

When it is not your turn, you can still change facing, but only if you are aware of an attack. If an attacker starts his turn in front of you, you can freely turn to face him. However, if he starts his turn from behind you, you will have to make a PER check to face him.

If you are out of combat, then the DL for this PER check is 10. If combat is occurring around you, but you are not engaged, then the DL is 14. If you are engaged, you may not turn to face your new attacker until he is done with his first attack.

##### Facing Modifiers

An attack from the front is at no modifier. A flank attack is at a +1 to hit. An attack from the rear is at a +2 to hit. In addition, you can only parry attacks from your front and right (weapon-side) flank. A shield block can only defend attacks coming from the left (shield-side) flank or the two front hexes that are on the shield side. A character can dodge attacks coming from any direction.

### Combat Resolution

When you have the initiative, one thing you can possibly do is attack your opponent with a melee weapon, a missile weapon or a spell. To damage your foe, you have to hit him. Hitting a combatant takes a skill roll. This is a standard skill test (see the section titled Skill Resolution). The attacker’s attack skill with his equipped weapon is the skill to be tested and the DL of the test is the defender’s current **Defense Mode**. A successful test means the attacker hit his target. A failure is a miss.

#### Defense Modes

A defense mode is simply the way in which a character is defending against a specific attack. The standard defense modes are parry, shield block, dodge or base defense. When a character is attacked, he may defend with any legal mode. However, each mode is somewhat restricted in the types of attacks that it can counter. Each defense mode is described below.

##### Parry

When a character learns a melee weapon skill, they get a corresponding parry skill to go with it. Generally, the starting score in the parry skill is equal to the character’s starting weapon skill. However, once the starting score is determined, the attack and parry skills are two different skills and characters earn checks and raise each separately. Parry can be used to defend against any melee attack the character can detect. It cannot be used to parry missiles of any type. Also, it cannot parry bolt, ball or direct spells.

##### Unarmed Parry

A character can parry with his bare hands if need be. However, an unarmed character parrying an opponent with a weapon does so with a -3 penalty.

##### Shield Block

Characters who buy Combat: Shield can use the shield block defense mode. Their score in this defense mode is equal to their shield skill. A character can shield block any attack he can perceive. Unlike parry, a shield block can defend against missile attacks, but not spell attacks. Shield block is a regular skill and can be raised like other skills.

##### Dodge

Every character has a dodge score. The dodge defense mode can be used against all manner of attacks, including missiles, ball and bolt attacks (but not direct attacks). Dodge is a figured statistic. However, after the initial number is generated, it is treated like any other skill and can be increased with experience.

##### Base Defense

Every character has a base defense score. This score represents the absolute lowest a moving character’s defense gets. It does not matter if he is being attacked by a half-dozen foes and is wounded severely, his worst defense will be his score in base defense. Base defense can defend against any attack (aside from attacks which do not require a to-hit roll). Base defense is not a skill and cannot be raised like a skill. Generally, if you are defending with your base defense, you have been overwhelmed or surprised and are in big trouble.

**Example of Attack/Defense Modes**: Alanna is attacking a goblin guard with her sword. Alanna has a sword attack skill of 12. The goblin has a spear parry of 10 and a dodge of 11. When Alanna attacks, the goblin chooses his dodge to defend. Both combatants roll a d12. Alanna gets a 7 and adds her skill for a total of 19. The goblin rolls a 3 and adds his dodge for a total of 14. Alanna succeeds in the skill test and hits the goblin.

##### Multiple Attacks

A character may defend as many times in a single round as is necessary. Each time he can pick whatever defense mode is most advantageous. Thus, a character being attacked by two goblins might sword parry the first attack and shield block the second. However, each time after the first he uses the same defense mode in a round, he takes a cumulative –3 penalty to his score in that defense mode.

If you face three attacks in a combat round and choose to parry all three of them, you will parry the first at your skill level. The second you parry at –3. The third you parry at –6. The penalties continue to accrue until you reach your base defense. You can never defend at a score lower than your base defense unless you are unable to move.

**Example of Multiple Attacks**: Kale is fighting three goblins with his axe. This round, the goblins all beat his initiative and get to go before him. Kale has an axe parry of 13, a dodge of 9 and a base defense of 6. The first goblin swings and Kale parries with a score of 13. The second one steps up and attacks and Kale parries again, this time with a 10 defense. When the third goblin swings, Kale could parry at a score of 7 or he could dodge with his score of 9. He chooses to dodge.

If a fourth goblin attacked Kale, he would parry at 7. And if his luck really turned sour and a fifth goblin appeared, Kale would defend with his base defense of 6.

##### Free Parries/Dodges

Some characters get “free parries” or “free dodges”. A character with one free parry can parry one extra attack each round without his parry score degrading. Similarly, a character with a free dodge can dodge twice without suffering a penalty. These characters can face multiple opponents with a greater chance of success.

**Example of Free Parries**: Alanna is facing two goblins. She has a parry skill of 13 with her sword and a free parry. The first goblin swings and Alanna parries with a skill of 13. When the second goblin attacks, she parries again at a skill of 13. If a third goblin would attack and Alanna parried, then her score would be a 10.

#### Hitting Your Opponent

As stated before, hitting your opponent takes a skill test pitting the attacker’s weapon skill against the defense mode of the defender. If you do hit your opponent, you need to roll a hit location and damage.

##### Hit Location

Roll a d12 and consult the following chart to determine where you hit the defender. To determine which side was hit, roll 1d6: 1-3 Right, 4-6 Left

###### Hit Location Chart

|  |  |
| --- | --- |
| **1d12 Roll** | **Hit Location** |
| 1 | Head |
| 2 | Shoulder or Midline |
| 3 | Arms |
| 4 | Hands |
| 5-7 | Chest |
| 8-9 | Abdomen |
| 10-11 | Legs |
| 12 | Feet |

##### Alternate Hit Locations

During combat, there may be situations in which the standard hit location chart makes no sense. For instance, if you are prone when you attack with your short sword, you probably have little chance of hitting the opponent in the head. Similarly, two opponents standing toe-to-toe will have a hard time striking each other’s legs.

Also, a character can choose to attack his opponent with one of the “specific locations”. He may need to hit his opponent in the legs to slow him down; or he may be facing a creature that takes damage only from blows to the head. In these cases, he can take a penalty to his attack to strike using the following chart. The character does not take a penalty to his attack when the GM rules that a strike MUST use an alternate hit location.

All of the alternate hit locations still use the standard hit location chart above, but the die rolled is different. Thus, the chance to hit different locations is changed.

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###### Alternate Hit Locations

|  |  |  |  |
| --- | --- | --- | --- |
| **Type of Shot** | **Called Shot Attack Penalty** | **Description** | **Roll** |
| Head Shot | -2 | Used when the attacker is higher than the defender and the GM rules there is a good chance of hitting in the head or upper-body. | 1d6-1  (0 = head) |
| High Shot | -1 | Used when there is little chance of striking the legs. Punches or small weapons often use this attack. | 1d8 |
| Normal | 0 | This is a normal strike. | 1d12 |
| Low Shot | -1 | Used when attacking from a lower position. | 1d8+4 |
| Leg Shot | -2 | Used when striking from a prone position, or kicking. | 1d6+6 |
| Specific Location | -4 | You can choose the location you strike. | none |

**Example of Alternate Hit Locations**: Kale is fighting his goblins and decides to leap atop a large rock nearby. The rock puts Kale a full meter above his opponents. The GM rules that this is sufficient to give him a Head Shot. In a later combat round, Kale hits a goblin. Instead of rolling a d12 for the hit location, he rolls a 1d6, gets a 1 and subtracts 1 for a total of 0. Looking on the chart, we see that Kale has hit the goblin in the head.

**Another Example of Alternate Locations**: Alanna wants to finish her opponent quickly. She chooses a head shot to increase her chances of a disabling strike to the head. Because she is choosing to use the alternate hit location chart, she must take the attack penalty listed. She attacks at a –4.

##### Damage

Every character has a STR die (see section titled Strength) and every weapon has a leverage die. To calculate the damage done by a melee attack, the attacker rolls his STR die and his weapon’s leverage die, adds the results and the total is the damage done by the strike. This damage is then reduced by the armor value (AV) of the armor the target is wearing on the location in which he was hit.

For bows, there is no strength or leverage. Instead, each bow and type of arrow has a damage rating. The damage done by a successful bow attack is determined by rolling the bow’s damage die and the arrow’s damage die and adding the two results. The defender’s AV subtracts from this total.

Thrown weapons are similar to melee weapons. The only difference is that the attacker’s STR die is reduced by one category on the STR chart. Thus, a person with a 15 STR (who would normally do a 1d8) has a STR die of 1d6 when throwing a weapon.

Spell attacks do the damage listed in the spell description. Armor may or may not subtract from this damage depending on the spell. Attack spells often have other effects in addition to the damage they do. Check the spell description for details.

**Example of Calculating Damage**: Brax the Short and Annoyed has a STR of 11 (STR die = 1d6) and is using a short sword with a leverage of 1d8. He attacks a goblin who is wearing furs (AV = 2) over most of his body, except his head. Brax hits the goblin, rolling a 7 for the hit location and a 3 and 6 for damage. The total damage done is 9 points, but the goblin’s armor absorbs 2 points of this. The goblin takes 7 points of damage in his chest.

##### Effects of Damage

When you are hit, you subtract the final damage taken (after armor) from your HIT total. If you run out of HITS, you are considered to be dying. However, there are other possible effects of taking damage. You may be wounded, stunned or knocked unconscious. These effects are described below.

##### Stunning

Some wound results stun the defender for one or more rounds. A stunned combatant cannot act, but can defend himself with any of the standard defense modes. However, he takes a –2 to all his defenses due to his disoriented state.

##### Unconsciousness

###### At Half HITS

If a blow reduces you to less than half your maximum HITS, you have a chance to fall unconscious. This does NOT mean that one attack has to take away half your HITS. If at any time, you take enough damage to reduce your hit point total below the 50% mark, you must immediately check for unconsciousness.

When you are reduced to less than half your hit points, you must make a TOU save vs. DL 8 to remain conscious. If you fail this test, you fall unconscious until you can get 5 minutes of medical attention. Then, a medical skill test vs. DL 8 will rouse you. Alternately, any healing magic, potion or salve that can raise you to over half your maximum HITS will cause you to come conscious in about 5 minutes. Otherwise, you will remain out for 20-120 (2d12 x 10) minutes.

###### At One-Quarter HITS

If a blow reduces you to less than one quarter of your maximum HITS, you must check for unconsciousness. This check is made against a DL 15. If you fail this test, you fall unconscious until you can get 20 minutes of medical attention. Then a medical test vs. DL 12 will rouse you. Alternately, any healing magic, potion or salve that can raise you to over half your maximum HITS will cause you to come conscious in about 5 minutes. Otherwise, you remain out for 2d12 hours.

Some notes and clarifications:

* Please note, you do **not** have to take the damage all in one blow to be knocked unconscious. Cumulative damage that takes you to under the half (or one quarter) threshold will force you to check for unconsciousness.
* Also note, you make a single unconsciousness check at the moment you cross a damage threshold. You do not have to check for each hit you take once you are below 50% (or 25%). Thus, if you are knocked below half your HITS, but succeed the TOU test, you do not have to roll again until you are knocked below one quarter your HITS (you just crossed another threshold), or until you are healed to above half your maximum HITS, and are subsequently knocked below half again.
* The GM should use the times for the medical checks and unconsciousness as guidelines. If the story would benefit from captured characters being unconscious for 3 days, or waking up just in time to see the villain carrying the princess out the window, then so be it.

**Example of Unconsciousness**: In the previous example, Brax hit a goblin for 7 points of damage. The goblin’s total hit point total is 30, but he had taken some damage earlier in this battle and so he had only 20 hit points. Now, he takes 7 more point of damage, bringing his total to 13. This is less than 50%, which is 15, so the goblin needs to roll to remain conscious. The goblin has a TOU of 12 and the DL of the attribute test is 8. The goblin rolls a 4 for a total of 16. The GM rolls a 9 for a total of 17. The goblin sinks to the ground unconscious.

##### Wounding

If any **single** attack does damage equal to or in excess of 25% of your maximum HITS, then you have suffered a wound. A wound could be a graze (meaning there is no additional effect besides the damage done), it could impair your ability to fight, or it could mean the loss of a limb, or death.

When you suffer a wound, determine what fraction of your maximum hits the blow delivered, roll a d12 and consult the following chart.

###### Wound Severity Chart

|  |  |  |  |
| --- | --- | --- | --- |
| **Roll 1d12** | **Attack Did 25%** | **Attack Did 50%** | **Attack Did 75%** |
| **1** | Graze  (no effect) | Minor | Minor |
| **2** | Graze  (no effect) | Minor | Minor |
| **3** | Minor | Minor | Serious |
| **4** | Minor | Minor | Serious |
| **5** | Minor | Minor | Serious |
| **6** | Minor | Serious | Serious |
| **7** | Minor | Serious | Serious |
| **8** | Minor | Serious | Mortal |
| **9** | Minor | Serious | Mortal |
| **10** | Serious | Mortal | Mortal |
| **11** | Serious | Mortal | Mortal |
| **12** | Mortal | Mortal | Mortal |

Once you determine the severity of the wound, you can consult one of the following charts based on the wounded hit location.

**Head Wounds**

|  |  |  |  |
| --- | --- | --- | --- |
| **Severity** | **Roll** | **Effect if Roll Succeeds** | **Effect if Roll Fails** |
| Minor | TOU vs. DL = Dmg+2 | * Stun 1 round * Impaired(1) | * Stun 1-3 rounds * Impaired(2) * If TOU check failed by more than 3, you are Down for the Count |
| Serious | TOU vs. DL = Dmg+4 | * Stun 1-3 rounds * Impaired(2) | * KO 2d6 hours * Impaired(3) |
| Mortal | TOU vs. DL = Dmg+4 | * KO 2d12 hours * Impaired(3) * Disfigured(1) | * Dead |

**Arm and Hand Wounds**

|  |  |  |  |
| --- | --- | --- | --- |
| **Severity** | **Roll** | **Effect if Roll Succeeds** | **Effect if Roll Fails** |
| Minor | TOU vs. DL = Dmg+2 | * Weakened(1) * Impaired(1) | * Drop item * Weakened(2) * Impaired(2) |
| Serious | TOU vs. DL = Dmg+4 | * Drop item * Stun 1 round * Weakened(2) * Impaired(2) | * Drop item * Stun 1-3 round * Arm is disabled |
| Mortal | TOU vs. DL = Dmg+4 | * KO 2d6 hours * Arm is disabled | * KO 2d6 hours * Arm is disabled until magical assistance is found |

**Leg and Feet Wounds**

|  |  |  |  |
| --- | --- | --- | --- |
| **Severity** | **Roll** | **Effect if Roll Succeeds** | **Effect if Roll Fails** |
| Minor | TOU vs. DL = Dmg + 2 | * Crippled(1) | * Prone * Crippled(2) |
| Serious | TOU vs. DL = Dmg+4 | * Stun 1 round * Prone * Crippled(2) | * Stun 1-3 rounds * Prone * Leg is disabled |
| Mortal | TOU vs. DL = Dmg+4 | * KO 2d6 hours * Leg is disabled | * KO 2d6 hours * Leg is disabled until magical assistance is found |

**Chest Wounds**

|  |  |  |  |
| --- | --- | --- | --- |
| **Severity** | **Roll** | **Effect if Roll Succeeds** | **Effect if Roll Fails** |
| Minor | TOU vs. DL = Dmg+2 | * Impaired(1) * Winded(2) | * Stun 1 round * Impaired(2) * Winded(3) |
| Serious | TOU vs. DL = Dmg+4 | * Stun 1-3 rounds * Impaired(2) * Winded(3) | * KO 2d6 hours * Impaired(3) * Winded(4) |
| Mortal | TOU vs. DL = Dmg+4 | * KO 2d12 hours * Impaired(3) * Winded(4) * Disfigured(1) | * Dead |

##### Death

A character reduced to zero hit points or less is dying. He is unconscious and will lose 1 hit point each minute. When he reaches a negative hit point total equal to 25% of his total hit points, he is dead. The loss of hit points can be stopped if a character with medical or physician can treat the dying character. The DL of the skill test is 10 + the absolute value of the character’s hit point total.

##### Lethal and Non-Lethal Damage

Most weapons do lethal damage. Any lethal damage taken reduces a character’s hit points and can cause wounds and unconsciousness as described above. However, some weapons do non-lethal damage. Fists, clubs, staves and most improvisational weapons fall into this category.

Any attack that does non-lethal damage still counts against the hit points of the target and can still cause unconsciousness. A character that is reduced to zero hit points is knocked unconscious. He will be dying (see Death above) if the majority of his hit point loss was caused by lethal damage. Otherwise, he is just knocked out as though he failed his 75% TOU test.

Non-lethal damage can cause wounds. The criterion for a wound is the same as for lethal damage: 25% or more total hits in one blow. However, the roll on the wound severity chart is at –3, so many wounds will be grazes. Any damage that does cause a non-graze wound is considered lethal damage for purposes of death and automatic recovery.

After a character has had a few minutes to rest, 100% of the non-lethal damage taken is recovered.

#### Engaging Your Opponent

When a character is adjacent to an opponent, he is engaged with that opponent. An engaged character can move, but must remain adjacent to the combatant with which he is engaged. If he moves away from his opponent, then his opponent may immediately make an attack against him at a +2 to hit. This attack is free and does not take the opponent’s action for that round.

One character can only engage one opponent. However multiple opponents may engage a character that is outnumbered. If he tries to disengage, then all characters with whom he is disengaging (moving to a hex that is not adjacent to them) get a free +2 attack.

There are two ways a character can disengage from melee without suffering the free attack. The first is if the character has allies who are engaging his opponents. Opponents that are otherwise engaged will not get a free attack on a disengaging character. Put more simply, if your friends are keeping the enemy busy, then you can slip away with no penalty.

***Example of Engaging****: Brax the Short and Annoyed is fighting a bandit. Brax and the bandit move so they are in adjacent hexes. Since they are in adjacent hexes and hostile, they are engaged. Neither can move away from the other without facing a free attack.*

***Example of Multiple Opponents****: Later, Brax faces two goblins. Now Brax is engaged by both goblins. If he tries to disengage, he faces a free attack from each goblin. However, either goblin could leave the combat since Brax would be kept busy (engaged) by the remaining goblin.*

The second way to freely disengage is if your opponent cannot follow you into the first hex you are fleeing to, or is unwilling to do so. So, if you are willing to leap off the side of the ship, or out the window, or you can fly (and the opponent cannot), you can avoid the free attack.

***Example of Freely Disengaging***: *Brax is once again facing goblins. This time three of them are pummeling him and he needs to escape quickly. Lucky for him, he is right next to the second story window. Brax figures the fall is probably safer than the knives of three angry goblins and so he leaps out, disengaging without suffering the free attacks.*

***Example of Maybe Freely Disengaging****: This time a bandit chief is battling Brax and Brax is getting the worst of it. The hexes all around Brax are blazing with fire. These flames normally do 2d10 to anyone who enters them. Fortunately, Brax has a spell on him that allows him to resist fire and take no damage. Brax decides to escape combat by fleeing into the flames. Now the bandit has a choice. He can either let Brax go, or use his free attack, but he has to enter the flames and take 2d10 damage doing so.*

#### Combat Maneuvers

To give combat a distinctive feel and allow more tactical flexibility, a large number of combat maneuvers are available. Combat maneuvers are special attacks or defenses that provide modifiers to a characters attack, defense and damage. In addition, some of the maneuvers have special effects. For instance, if you are facing a massively armored opponent, a piercing strike may be in order. If you need to win initiative to ruin the evil sorcerer’s Spell of Ultimate Doom, perhaps you need to use a rushed strike.

##### Maneuver Types and Restrictions

Every combat maneuver has one of four types: standard attack, standard defense, special attack and special defense. The differences between the types are explained below.

##### Attack Maneuvers

A combatant can perform one attack maneuver each round. Two attacks are not permitted. A combatant may choose an attack maneuver when it is his turn to act. Many attack maneuver penalties have modifiers associated with them. Attack modifiers are instant and last for the current action only. Defense modifiers last until the character’s next action.

**Example of Attack Modifiers**: Brax wins initiative and tries a wild strike. He swings (at a –4 penalty), hits and kills one bandit. Another bandit attacks him later that round. Because he performed a wild strike, he is at a –2 to his defense. Next round, Brax loses initiative and the bandit gets to attack. Since Brax has not yet had his action, he is still at a –2 defense. When it is Brax’s turn to act, his modifiers go away and he is able to choose another maneuver.

##### Defense Maneuvers

A combatant can perform one defense maneuver each round. Two defense maneuvers are not permitted. However, note that a defense maneuver may be combined with any number of defense modes. A combatant may choose a defense maneuver whenever he is attacked. Many defense maneuvers have modifiers associated with them. Defense modifiers are in effect until the character’s next action. Attack modifiers are in effect through the end of the character’s next action.

**Example of Defense Modifiers**: Brax is facing two bandits and is injured. He does not want to take another hit, if he can help it. Brax loses initiative and goes last this round. As the first bandit attacks, Brax decides to give ground, gaining a +2 to all defenses. With the modifier, both bandits miss. When it is Brax’s turn to attack, he takes a –3 to his attack. As soon as Brax takes his action, his attack modifier is gone.

However, the round has not ended yet, so Brax still gets his +2 defense. When a third bandit jumps out of the brush, Brax still gets the benefit of his +2 defense.

##### Stacking Modifiers

If the character uses a combination of maneuvers, then the modifiers will stack.

***Example of Stacking Modifiers****: Brax wins initiative and tries a wild strike which puts him at a -2 to his defenses. Next round, before Brax can act, another bandit attacks him. He is still at a -2 penalty to his defense, so he decides to Give Ground which has a +2 bonus to defense. Brax’s penalty from Wild Strike is canceled by his bonus from Give Ground.*

*However, when it is Brax’s turn to act, his penalty from Give Ground is in effect and he attacks at a -3.*

##### Standard Maneuvers

Standard maneuvers are maneuvers like strike, parry, dodge and shield block. These generally have no special modifiers associated with them. There are no restrictions to using standard maneuvers, except that you cannot use two attack maneuvers, in a round. If a standard maneuver carries modifiers, then the modifiers act in accordance to the rules above.

##### Special Maneuvers

Special maneuvers give special bonuses and penalties to the combatant. Generally, they are ways of gaining extra damage, accuracy or defense. All special maneuvers have trade-offs inherent in their use. If a strike does extra damage, then it will likely be inaccurate. Defensive maneuvers generally penalize the combatant’s attack, and some do not allow an attack at all.

You may never use two special maneuvers in a single round.

##### Maneuver List

##### Standard Attack Maneuvers

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Maneuver** | **Type** | **Attack** | **Defense** | **Damage** | **Notes** |
| **Strike** | StA | Skill | Mode | STR + LEV | This is the standard melee attack. |
| **Club Weapon** | StA | Skill – 1 | Mode | STR(-1) + LEV(-1) | This attack allows the weapon to do non-lethal damage as opposed to lethal damage. Wound severity rolls for normal damage are at -1. |
| **Escape** | StA | Special | Special | None | The grabbed combatant rolls a STR test against the character holding him. If it is successful, he is free. |
| **Aimed Ranged Attack** | StA | Skill | Dodge | Special | This attack is a careful attack that takes a full action to execute. |
| **Grab** | StA | Unarmed | Mode – 2 | None | The defender is grabbed. The hit location is determined by a High Shot or Low Shot depending on the relative position of the combatants. Based on the hit location, the GM can rule on how much freedom of action the defender has, what limbs are pinned, if the target can parry or dodge and so on. To break out the defender must succeed in an escape maneuver. |
| **Throw** | StA | Unarmed–2 | Mode | STR | If the attack is successful, the defender is thrown 1” and takes STR damage. The defender is prone. The defender can make a Break Fall (if he has the talent) roll (DL 10 + the amount the attack succeeded by) to avoid damage and roll to his feet. |
| **Un-Aimed Ranged Attack** | StA | Skill – 2 | Dodge | Special | This is a rushed attack with a missile weapon that takes only a half action. |

##### Special Attack Maneuvers

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Maneuver** | **Type** | **Attack** | **Defense** | **Damage** | **Notes** |
| **Aimed Strike** | SpA | Skill + 3 | Mode | STR(-1) + LEV(-1) | This is a careful attack with less power behind it. Both the STR and leverage die are reduced by one step. |
| **Charge** | SpA | Skill – 2 | Mode – 2 | STR(+1) + LEV(+1) | The attacker must make a move of at least half his Base Move and not more than his full Base Move to approach the target. He then attacks, gaining a bonus of one die step to both STR and leverage dice if he hits. |
| **Disarm** | SpA | Skill – 4 | Mode | None | If this attack hits, the defender must make a DEX save vs. DL 10 + (the amount by which the attack succeeded) to hold his weapon. If he fails, his weapon flies 0-2 hexes in a random direction. |
| **Feint** | SpA | Skill + 2 | Mode | STR + LEV | If the attacker can make a DEX test vs. his opponent’s PER, he gets the bonus. If he fails, he loses his attack this round. A trick like this generally only works on intelligent opponents and most will only fall for this once. |
| **Press** | SpA | Skill – 2 | Mode | STR(-1) + LEV(-1) | If this attack is successful, normal damage is done and the defender must retreat 1”. The attacker has the option of following into the vacated hex. |
| **Rushed Strike** | SpA | Skill – 3 | Mode | STR + LEV | Unlike other attacks, this intention to use this strike must be stated before initiative is rolled. A character using rushed strike gets a +3 to his initiative that round. |
| **Strong Stike** | SpA | Skill – 2 | Mode – 1 | STR + LEV + 3 | A powerful strike that sacrifices accuracy for damage. The attacker gets a +3 damage. |
| **Sweep** | SpA | Skill - 4 | Mode | STR(-1) + LEV(-1) | Attacker can attack two opponents. Each attack takes the attack and damage penalty. |
| **Tackle** | SpA | Unarmed – 2 | Mode – 2 | STR(+1) | The attacker can make up to his full Base Move up to the defender. If the attack succeeds, then both combatants go down. |
| **Wide Press** | SpA | Skill – 2 | Mode + 1 | None | The attacker rolls to attack the best of the defenders in his front three hexes. If the attack is successful, then all three defenders must retreat 1”. The attacker may follow up, if he desires. |
| **Wild Strike** | SpA | Skill – 4 | Mode – 2 | STR + LEV + 6 | A crazed strike designed to do as much damage as possible. |

##### Standard Defense Modes and Maneuvers

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Maneuver** | **Type** | **Attack** | **Defense** | **Damage** | **Notes** |
| **Base Defense** | M | Skill | Base Def | -- | This is the standard base defense. Base defense never decreases no matter how many times it is used in a round. |
| **Dodge** | M | Skill | Dodge | -- | This is the standard dodge. Each time you dodge in a round, your dodge drops by 3. |
| **Off-hand Parry** | StD | Skill | Parry– 2 or Parry | -- | A character fighting with a second weapon in his off-hand may parry using this maneuver. The parry is at a –2, unless the defender is ambidextrous, in which case there is no penalty. This maneuver may only be used once in any given round. It essentially allows an extra parry. |
| **Parry** | M | Skill | Parry | -- | This is the standard parry. Each time you parry in a round, your parry score drops by 3. |
| **Shield Block** | M | Skill | Block | -- | This is the standard shield block. Each time you block in a round, your block drops by 3. |
| **Staff Parry** | StD | Pole Arm–2 | Parry + 1 | -- | Pole arms may parry in this fashion. However, since the weapon is out of position for an effective attack, there is an attack penalty. |

##### Special Defense Maneuvers

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Maneuver** | **Type** | **Attack** | **Defense** | **Damage** | **Notes** |
| **Acrobatic Dodge** | SpD | Skill – 2 | Dodge+ 3 | -- | The defender must have two adjacent, empty hexes to perform this maneuver. He must make an acrobatics skill test at a DL of 9 + number of opponents near him + number of obstacles near him. Acrobatic dodges are free dodges against missile attacks, but degrade normally against melee attacks. |
| **All-Out Dodge** | SpD | None | Dodge+ 3 | -- | All dodges against missile attacks are free. Against melee attacks, this dodge degrades by 3 points each attack. Defender loses his next action. |
| **All-Out Parry** | SpD | None | Parry + 3 | -- | In addition to the bonus, the defender gets one free parry this round. Defender loses his next action. |
| **Block for Someone Else** | SpD | Skill – 1 | Parry – 1 | -- | The defender must be in the same hex as the target, or somehow directly between the target and his attacker. The defender’s parry degrades normally for each attack against him as well as against the target. |
| **Defensive Stance** | SpD | Skill – 1 | Mode + 1 | -- | The defender takes a –1 to his next initiative, but gets a bonus to all defenses. |
| **Dive for Cover** | SpD | None | Dodge– 2 | -- | If the defender can make an AGI or acrobatics test vs. DL 10, he may dive up to 2 hexes away. He lands prone. Otherwise, he remains in his hex. Either way, he loses his next action. |
| **Give Ground** | SpD | Skill – 3 | Mode + 2 | -- | The defender must retreat 1 hex. All attackers may choose to follow. |
| **Riposte** | SpD | Skill | Parry – 2 | -- | If the defender’s parry succeeds, his opponent is –2 initiative and –2 defense next round. |
| **Run** | SpD | None | Dodge– 2 | -- | The character can run up to 1½ times his Base Move. He cannot parry or shield block this round. He takes a –1 to his initiative next round. |
| **Sprint** | SpD | None | Base Def | -- | The character can sprint up to 2 times his Base Move. He cannot parry, block or dodge this round. He takes a –2 to his initiative next round. |
| **Turtle** | SpD | None | Block + 4 | -- | All turtle blocks are free blocks. The defender loses his next action. |

### 

### Ranged Combat

Ranged combat is resolved in a fashion similar to melee combat. The attacker makes a skill test pitting his weapon skill against the defender’s dodge, shield block or base defense. A defender cannot parry a missile attack. Range and intervening obstacles between him and the target modify the attacker’s missile skill.

#### Range Modifiers

The range between the attacker and target reduce the attacker’s chance to hit. A longer range means a greater penalty. Each ranged weapon has a set of ranges listed in hexes for each range band.

###### Range Penalties

|  |  |
| --- | --- |
| **Range Band** | **Penalty** |
| Point Blank | -0 |
| Short | -2 |
| Medium | -4 |
| Long | -6 |
| Extreme | -10 |

#### Obstacles

Intervening obstacles such as trees, boulders and bushes give a –1 to the attacker’s skill for each obstacle in the line of fire. Obstacles such as characters or animals that move unpredictably give a –2 to the attack roll.

#### Firing Into a Melee

Characters firing into an existing melee take a penalty for any friendly characters in the way of a clear shot. Friendly characters are considered obstacles and give a –2 for each character in the way. In addition, a missed shot has a 2 in 12 chance of hitting a friendly character.

#### Hitting a Spot

Some spells and potions require the character to hit a spot rather than a character. The base defense of a hex-sized spot is 4. Normal penalties for range and obstacles apply. A throw that misses causes the missile to scatter in a random direction. The distance of the scatter depends on the failure of the attack roll.

###### Missile Scatter

|  |  |
| --- | --- |
| **Missed by** | **Scatter Distance** |
| 1-2 | 1d3 hexes |
| 3-6 | 1d3+2 hexes |
| 7+ | 1d3+4 hexes |

#### Missile Weapon Damage

Thrown weapons calculate damage in a fashion similar to melee weapons. The only difference is that the STR die of the attacker is reduced by 1 step when throwing a weapon. Other missile weapons calculate damage by adding the damage die of the weapon to the damage die of the projectile fired. In the case of slings and staff slings, the damage of the weapon is based on the STR die of the attacker and so these act much like thrown weapons.

### Additional Weapons and armor Rules

##### Weapon Length and Initiative

When two opponents first engage, the one with the longer weapon has the ability to preempt his opponent and attack. This attack is like any normal attack and uses the combatant’s action for the melee round. Also, a character that has already used his action in a turn cannot preempt.

**Example of Weapon Length:** Janis MacCulluh is facing a swaggering duelist in single combat. The first round, the duelist wins initiative and moves to attack Janis with his sword. Since Janis has a long spear (length V) and the duelist has a long sword (length M), Janis may preempt the swordsman and attack as soon as he is in range.

##### Weapon Length and Obstructions

Weapons may suffer accuracy and parry penalties depending on the terrain in which they are used. Each hex on the tactical map has a number of obstructions. An obstruction is any feature that might hinder movement or the swinging of a weapon. Dead bodies, trees, barrels or walls (and any number of other things) can be obstructions.

The number of obstructions in a hex is based on how restricted movement is. Generally, if the hex is ¼ or less filled with obstacles then it has 1 obstruction. If it is ½ filled then the hex has 2 obstructions. If it is more than ½ filled then it has 3 or more obstructions.

A long weapon takes a penalty to accuracy and parry equal to the number of obstructions in the attacker’s hex. A medium weapon takes a penalty equal to one less the number of obstructions in the attacker’s hex. A small weapon takes a penalty equal to three less the number of obstructions in the attacker’s hex.

**Example of Obstructions:** Janis MacCulluh wields a long spear. His attack skill is 15 and his parry skill is 14. Since his weapon is –1 accuracy and –1 parry, his skill is 14/13. He is fighting in a building with his back to a wall. The GM looks at the tactical map and since the wall cuts the hex in half, he decides there are 2 obstructions in the hex. Since Janis has a long weapon, he takes a –2 to accuracy and parry. This leaves his skills at 12/11.

### Equipment Damage

##### Wear and Tear

In combat, the characters’ equipment will degrade. Anytime a 1 is rolled by a combatant, or a 12 is rolled against them, that character will get a “Wear and Tear” check. This happens regardless of the outcome of the attack; you can receive a token even if your opponent misses you.

Once the combat scene is over, checks are made for each Wear and Tear check the PCs have received. Each check must be assigned to a piece of equipment and its effect must be determined.

To assign a location, roll a d20 and check the Wear and Tear Location Table.

|  |  |
| --- | --- |
| **Roll d20** | **Check Assignment** |
| 1-12 | Check is assigned to the armor worn by the PC on the corresponding location |
| 13-16 | Check is assigned to the weapon used in the main hand of the PC or to a two-handed weapon |
| 17-20 | Check is assigned to the item used in the off-hand of the PC or is discarded if the PC uses a 2-handed weapon |

A check that is assigned to an armor location or a piece of equipment that the character does not use is discarded with no effect. So, someone who wears no armor ignores rolls of 1-12. A character who uses nothing in their off-hand ignores rolls of 17-20.

**Example of Assigning Equipment Damage:** Janis MacCulluh has just completed a long battle against some bandits. In the battle, he received three checks against his equipment. He rolls a d20 three times to determine the location of the wear on his gear. Janis rolls a 18, 8 and 13.

The 18 means he has damaged his off-hand equipment, of which Janis has none and so the check is discarded.

The 8 means whatever armor piece Janis has on his 8 location is damaged. Janis has a leather vest and so that piece may have damage.

The 13 indicates his main-hand weapon was affected. Janis uses a long spear and so that will need to be checked.

Once wear and tear is assigned to a piece of gear, roll 1d6. If that roll is equal to or lower than the durability of the item in question, the wear and tear has no effect and the check is erased. However, if the number rolled is higher than the item’s durability, that item has suffered some damage.

**Example of Rolling Against Durability:** Janis has two pieces of equipment to check for damage, his leather vest and his long spear.

He looks up the durability of his leather vest and he sees that it is a 2. He rolls a d6 and gets a 2. Since that is not higher than his vest’s durability, the vest suffers no damage and the check is erased.

The durability of the long spear is also 2, but this time Janis rolls a 4. The damage roll is higher than the spear’s durability and thus, the spear takes damage. Rolling on the weapon damage table, Janis gets a 12, which means his spear becomes Unbalanced and takes a -1 penalty to hit until it is fixed.

|  |  |
| --- | --- |
| **Roll 1d12** | **Weapon Damage** |
| 1-2 | *Just a Scratch* – This type of damage has no effect, but counts as damage for purposes of increasing the repair DL |
| 3-4 | *Brittle* – A brittle weapon has its durability score reduced by 1 until repaired. A weapon whose durability is reduced to 0 is destroyed |
| 5-6 | *Cracked* – Cracked weapons are in danger of breaking when used in battle. If you roll a 1 when striking or parrying with this weapon, it is immediately destroyed |
| 7-8 | *Cumbersome* – A cumbersome weapon takes a -1 penalty to parry and initiative |
| 9-10 | *Dull* – A dull weapon takes a -1 penalty to damage |
| 11-12 | *Unbalanced* – An unbalanced weapon takes a -1 penalty to hit |

|  |  |
| --- | --- |
| **Roll 1d12** | **Armor Damage** |
| 1-2 | *Just a Scratch* – This type of damage has no effect, but counts as damage for purposes of increasing the repair DL |
| 3-4 | *Brittle* – Brittle armor has its durability score reduced by 1 until repaired. A piece of armor whose durability is reduced to 0 is destroyed |
| 5-6 | *Cracked* – A cracked piece of armor is in danger of breaking when used in battle. If you are hit in a location covered by this piece of armor on a roll of 12, this piece is destroyed |
| 7-8 | *Cumbersome* – A cumbersome piece of armor has its encumbrance increased by 25% |
| 9-10 | *Pierced* – A pierced piece of armor has a 4 in 12 chance of allowing all damage through when hit |
| 11-12 | *Worn* – A worn piece of armor has its AV reduced by 1 |

##### Repairing Damaged Equipment

A repair check takes about one hour and uses one “charge” from a weapon repair kit. The DL to repair a piece of equipment with one damage trait is 10. Every *additional* trait of damage an item has increases this DL by 2. Thus a sword that is Scratched, Brittle and Cracked has a repair DL of 14.

A successful check removes a single damage trait from the weapon and makes the repair DL for the weapon drop. A failed check means the damage is not fixable by the PC at this time. The damage remains on the item until the PC raises his weapon craft level at which time, he can try again.

**Example of Repairing Equipment:** After several battles, Janis’ spear has three damage traits: Unbalanced, Just a Scratch, and Cumbersome. Tired of the penalties, Janis decides to sit down and repair his trusty spear.

Because the spear has three traits of damage, the DL to repair it is 14. Janis decides to get rid of the Unbalanced trait first. Janis’ Repair skill is 13 and he succeeds in his roll, erases the Unbalanced penalty.

Now the DL to repair the weapon is only 12, so he tries to remove the Cumbersome penalty. Again he succeeds.

To remove the Scratch, Janis has to succeed against a DL of 10. He is unlucky and fails this last roll. That trait is stuck on the spear until Janis increases his Repair skill, or visits a shop.