**Skill List**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Attributes** | **Default** | **Cost** | **Improvement** |
| **Acrobatics** | AGI/STR/SPD | None | 5+4 | 5 |
| **Acting** | CHR/CHR/INT | Half | 3+3 | 3 |
| **Administrate** | INT/CHR/WIL | None | 3+3 | 3 |
| **Alchemy** | INT/INT/SPI | None | 5+4 | 5 |
| **Ancient Knowledge** | INT/INT/INT | None | 5+4 | 5 |
| **Animal Handler** | CHR/WIL/PER | None | 3+3 | 3 |
| **Artifacts** | INT/SPI/PER | None | 5+4 | 5 |
| **Carouse** | CHA/PER/INT | Half | 3+3 | 3 |
| **Climb** | STR/STR/AGI | Half | 3+3 | 3 |
| **Combat: Axes** | STR/AGI/DEX | Half | 3+3 | 5 |
| **Combat: Bows** | DEX/DEX/PER | Half | 3+3 | 5 |
| **Combat: Flail** | DEX/AGI/SPD | Half | 3+3 | 5 |
| **Combat: Knives** | SPD/PER/DEX | Half | 3+3 | 5 |
| **Combat: Mace** | STR/AGI/DEX | Half | 3+3 | 5 |
| **Combat: Magic** | DEX/PER/SPI | Special | 3+3 | 5 |
| **Combat: Sling** | DEX/DEX/DEX | None | 3+3 | 5 |
| **Combat: Swords** | DEX/AGI/PER | Half | 3+3 | 5 |
| **Combat: Staff** | DEX/AGI/SPD | Half | 3+3 | 5 |
| **Combat: 2-Handed** | STR/DEX/AGI | Half | 3+3 | 5 |
| **Combat: Pole** | DEX/SPD/AGI | Half | 3+3 | 5 |
| **Combat: Thrown** | DEX/PER/STR | Half | 3+3 | 5 |
| **Combat: Shield** | DEX/PER/SPD | Half | 3+3 | 5 |
| **Combat: Unarmed** | STR/DEX/SPD | Full | 0+3 | 5 |
| **Conceal** | PER/INT/SPI | Special | 3+3 | 3 |
| **Converse** | CHA/INT/PER | Half | 3+3 | 3 |
| **Craft** | Variable | None | 1+1 | 2 |
| **Diplomat** | INT/CHA/PER | None | 3+3 | 3 |
| **Disarm Traps** | DEX/PER/INT | None | 5+3 | 3 |
| **Disguise** | INT/PER/PER | Half | 3+3 | 3 |
| **Engineer** | INT/INT/PER | None | 3+3 | 3 |
| **Escape** | AGI/DEX/WIL | None | 3+3 | 3 |
| **Etiquette** | CHA/INT/PER | None | 3+3 | 3 |
| **Fast Draw** | SPD/SPD/DEX | Half | 3+3 | 3 |
| **Fast Talk** | INT/CHA/CHA | Half | 3+3 | 3 |
| **Forgery** | INT/INT/PER | None | 3+3 | 3 |
| **Gamble** | SPI/SPI/INT | Half | 3+3 | 3 |
| **Herbalist** | INT/INT/PER | None | 5+4 | 5 |
| **Interrogate** | WIL/INT/CHA | Half | 3+3 | 3 |
| **Investigate** | PER/PER/INT | None | 3+3 | 3 |
| **Knowledge** | INT/INT/INT | None | 1+1 | 2 |
| **Language** | (none) | None | 3 | - |
| **Lockpick** | DEX/PER/INT | None | 3+3 | 3 |
| **Magic Skill** | Variable | None | 7+4 | 5 |
| **Medical** | INT/INT/SPI | Half | 3+3 | 3 |
| **Meditate** | WIL/WIL/SPI | None | 3+3 | 3 |
| **Navigate** | PER/PER/INT | Half | 3+3 | 3 |
| **Orate** | INT/INT/CHA | Half | 3+3 | 3 |
| **Persuade** | CHA/CHA/INT | Half | 3+3 | 3 |
| **Pickpocket** | DEX/PER/SPI | Half | 3+3 | 3 |
| **Physician** | INT/INT/DEX | None | 5+4 | 5 |
| **Repair** | STR/DEX/INT | None | 3+3 | 3 |
| **Riding** | AGI/PER/SPI | None | 3+3 | 3 |
| **Rune Knowledge** | INT/INT/SPI | None | 5+4 | 5 |
| **Seduce** | CHA/CHA/INT | Half | 3+3 | 3 |
| **Stealth** | AGI/AGI/PER | Half | 3+3 | 3 |
| **Streetwise** | CHA/PER/INT | Half | 3+3 | 3 |
| **Survival** | INT/PER/SPI | Half | 3+3 | 3 |
| **Swim** | STR/AGI/TOU | Half | 3+3 | 3 |
| **Tactics** | INT/PER/SPI | None | 3+3 | 3 |
| **Theology** | INT/INT/SPI | Half | 3+4 | 5 |
| **Track** | PER/PER/INT | Half | 3+3 | 3 |
| **Trade** | CHA/PER/WIL | Half | 3+3 | 3 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Attributes** | **Default** | **Cost** | **Improvement** |
| **Artillerist** | INT/PER/SPI | None | 3+3 | 5 |
| **Combat: Heavy Guns** | DEX/PER/STR | Half | 3+3 | 5 |
| **Combat: Pistol** | DEX/PER/SPD | Half | 3+3 | 3 |
| **Combat: Rifle** | DEX/PER/SPI | Half | 3+3 | 3 |
| **Demolitions** | INT/INT/SPI | None | 3+3 | 3 |
| **Driving** | DEX/PER/SPD | None | 3+3 | 3 |
| **Intimidate** | CHA/TOU/WIL | Half | 3+3 | 3 |
| **Inventor** | INT/WIL/PER | None | 5+4 | 5 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-9** | **10-12** | **13-16** | **17-20** | **21-24** | **25-28** | **29-31** | **32-35** | **36-39** | **40-43** | **44-46** | **47-50** | **51-54** | **55-58** | **59-61** | **62+** |
| **Level** | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |

#### Tables

Base Defense (AGI/PER/SPD)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-2** | **3-7** | **8-12** | **13-17** | **18-22** | **23-27** | **28-32** | **33-37** | **38-42** | **43-47** | **48-52** | **53-57** | **58-62** | **63-67** | **68-72** |
| **BD** | 0/-3 | 1/-3 | 2/-2 | 3/-2 | 4/-1 | 5/0 | 6/0 | 7/0 | 8/0 | 9/+1 | 10/+2 | 11/+2 | 12/+3 | 13/+3 | 14/+4 |

Initiative (SPD/PER/SPI)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-2** | **3-7** | **8-12** | **13-17** | **18-22** | **23-27** | **28-32** | **33-37** | **38-42** | **43-52** | **53-57** | **58-62** | **63-72** |
| **INI** | -6 | -5 | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 | +5 | +6 |

Base Move (SPD/AGI/STR)

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-2** | **3-7** | **8-17** | **18-27** | **28-37** | **38-42** | **43-47** | **48-52** | **53-57** | **58-62** | **63-67** | **68-72** |
| **BM** | 2” | 3” | 4” | 5” | 6” | 7” | 8” | 9” | 10” | 11” | 12” | 13” |

Swim

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-2** | **3-7** | **8-17** | **18-27** | **28-37** | **38-42** | **43-47** | **48-52** | **53-57** | **58-62** | **63-67** | **68-72** |
| **Swim** | 1” | 1” | 1” | 2” | 2” | 2” | 3” | 3” | 3” | 4” | 4” | 4” |

Combat

|  |  |
| --- | --- |
| **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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **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 |

**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 |

**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 -2. |
| **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 + LEV | 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. |
| **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/Parry for Someone Else** | SpD | Skill – 2 | Parry or Block – 2 | -- | 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. |

|  |  |
| --- | --- |
| **Status** | **Effect** |
| Afraid | A character that is afraid must flee until he either makes his saving throw, or until he breaks line of sight with, and is more than a full move away from, the cause of his fear. |
| Bad Morale | A character with bad morale takes a -1 to all skill rolls until the conditions that cause his demoralization end. |
| Bleeding | A bleeding character takes 1 point of damage each round until a successful medical check (takes one round and has a DL of 12) can be made to stop the bleeding. Bleeding stacks. |
| Chilled | A chilled target is at a -1 for pretty much every combat roll. They take a -1 to attack, defenses, initiative, movement and do 1 less point of damage for each damage die they roll. |
| Blind | A blind character is at a -2 to his hand to hand attacks, and -8 to ranged attacks. In addition, he takes a -2 to all parries, and a -4 to all dodges. At the GM’s discretion, he may have to make perception rolls to move without wandering off target. |
| Choking | A choking character cannot act except to move at half their normal rate. Once they escape the cause of the choking, they recover and can act normally the next round. |
| Crippled(x) | A crippled character takes -x to his movement, defense, initiative and any skills that require AGI, SPD, or movement. |
| Cursed | A cursed foe takes a -1 to all skills and initiative rolls and if he rolls a 1 on any die (d12, like a skill roll, to hit, or initiative), his action immediately ends and he takes 1d6 damage (no armor) from an instance of bad luck. |
| Dazed | A dazed character gets a -1 to his rolls and can take only a half-action. |
| Disfigured(x) | A character that is disfigured is permanently impaired, taking a penalty to all actions equal to the level of disfigurement. |
| Down for the Count | You are unconscious. If an ally spends 1 round trying to rouse you, you can make a TOU check to recover. The DL of the TOU check is based on the DL of the check you failed to gain this status in the first place. |
| Entangled | An entangled character cannot move, attack, or cast spells. He can try to break free from his bonds as a full action. |
| Good Morale | A character with good morale has a one-time +1 bonus that can be used to turn a failed check into a passed one. |
| Ignited | An opponent who is “ignited” suffers 1d6 damage each round (no defense). If the die comes up a 1 or 2, the burning stops. If the die comes up a 6, another burning die is added next round. The target can stop burning by taking a full action to “stop, drop, and roll.” |
| Impaired(x) | An impaired character gets a -1 to all actions for each level of impairment. |
| Prone | A prone character is -2 to attack and defend in melee, but gets a +2 to dodge missile attacks if the attacker is more than 2”away. A prone character can get up as a half-move. A prone character can crawl 2” a round. |
| Smitten | A smitten character cannot attack the opponent who gave him this status. However, if that opponent attacks him, the status is ended. Once a smitten character is free of the status, he cannot be affected by the same opponent again for the rest of the encounter. |
| Stunned | The character cannot attack, move or otherwise activate powers (though powers that were on when he was stunned remain on). He can only defend at a -2. |
| Weakened(x) | You lose 1 STR die step and take a -4 to all STR checks for each level of weakened. |
| Winded(x) | A winded character takes a -1 to all toughness rolls when trying to remain conscious at the 50% or 75% threshold for each level of winded. |