

Close Combat Situational Modifiers

Situation	Difficulty
Attacking a helpless target	Automatic
Attacking in confined situation	Hard
Defending from lower ground	Hard
Fighting on unstable ground	Hard
Fighting while crouched or on a knee	Hard
Poor visibility	Hard
Defending an attack from behind	Formidable
Fighting while prone	Formidable
Fighting in dim light	Formidable
Fighting in total darkness	Herculean
Blinded or loss of primary sense	Herculean

Ranged Combat Situational Modifiers

Situation	Difficulty
Light wind	Hard
Moderate wind	Formidable
Gale or storm	Herculean
Target running	Hard
Target sprinting	Formidable
Obscured by mist or dim light	Hard
Obscured by thick smoke or darkness	Formidable
Completely obscured	Herculean
Target prone	Formidable
Attacker prone	Herculean
Attacker on unstable ground	Hard
Edge of Crowd*	Hard
Through Crowd*	Formidable

Charging

- ◆ Must move for a full round at running or sprinting speed.
 - ◆ Attack is one degree of difficulty harder.
 - ◆ Damage modifier is increased:
 - Biped: +1 step
 - Quadruped or larger: +2 steps
 - ◆ Size of the attacking weapon is increased by one step.
- The defender may choose to parry, evade or counter-attack.
- If counter attacking:
- ◆ Neither party may parry.
 - ◆ Attack in order of weapon length.
 - ◆ If the defender has a long-hafted impaling weapon, they may use the damage mod of the attacker or attacker's mount.

Leaping Attack

- Must be in a position to leap. Opposed check with no special effects.
- ◆ Athletics vs Brawn or Evade.
 - ◆ Target can be no more than twice the attacker's SIZ.
 - ◆ If the attacker wins, the target is prone. Bipedal attackers will usually end up prone, other than on a critical success.
 - ◆ Quadrupeds may defend with Athletics, and make the attack roll hard.

Proactive Actions

- ◆ Attack
- ◆ Brace
 - x1.5 SIZ vs Knockback and Leaping
 - x2 SIZ vs bash
 - Lost on moving
- ◆ Cast Magic
- ◆ Change Range
- ◆ Delay
- ◆ Dither (do nothing)
- ◆ Hold Magic
- ◆ Mount
- ◆ Move
- ◆ Outmanoeuvre
- ◆ Ready Weapon
- ◆ Regain Footing
 - Test Athletics or Brawn
- ◆ Struggle
 - Unarmed or Brawn
- ◆ Take Cover

Reactive Actions

- ◆ Counterspell
- ◆ Evade
- ◆ Interrupt
- ◆ Parry

Free Actions

- ◆ Assess Situation
 - If not engaged
- ◆ Drop Weapon
- ◆ Signal
- ◆ Speak
- ◆ Use Luck Point
- ◆ Ward Location



Fighting at Long Range

- ◆ Shorter weapon may only attack the weapon or limb with reach.

Fighting at Close Range

- Long weapon is restricted:
- ◆ Weapon size reduced by the difference in reach steps.
 - ◆ Cannot be used to parry.
 - ◆ Damage is reduced to 1d3+1

Change Range Action

- ◆ Automatic if not opposed.
- ◆ May be opposed Evade vs Evade.
- ◆ Opponent may choose to attack instead of opposing.
 - Attack is opposed by Evade.
 - Change range succeeds automatically, unless the opponent prevents it with a special effect.

Size and Distance Adjustments

		Target Size				
		10 or less	11-20	21-40	41-80	81-150
1-20m	1 Step Harder	No Effect	1 Step Easier	1 Step Easier	2 Steps Easier	
21-40m	1 Step Harder	1 Step Harder	No Effect	1 Step Easier	1 Step Easier	
61-80m	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect	1 Step Easier	
81-100m	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect	
101-120m	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder	
121-141m	3 Steps Harder	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder	
+20m	4 Steps Harder	3 Steps Harder	3 Steps Harder	2 Steps Harder	2 Steps Harder	

Knockback

- ◆ If damage prior to any adjustment exceeds SIZ, the defender is subject to knockback.
- ◆ They are forced back one metre for each 5 points of damage in excess of SIZ.
- ◆ An easy Acrobatics or standard Athletics check is required to avoid ending up prone.

Outmanoeuvring

Outmanoeuvring is only possible against multiple foes, with suitable obstructions.

- ◆ Opposed Evade vs Evade.
- ◆ Any foe who loses, or who chooses not to oppose, may not engage that round.
- ◆ If all foes lose, character may engage one foe of their choice, or withdraw.

Unarmed Attacks

- ◆ Unarmed can only be used to parry if at unarmed range.
- ◆ Strikes are treated as weapon attacks.
- ◆ Attempting to establish a grapple is an *Opposed* check, with special effects.
- ◆ Grapples immobilise a limb, or make skill use hard if the head, chest or abdomen is grappled.
- ◆ A grappler may inflict their unarmed damage as an attack on subsequent turns.

Falling Damage

- | | |
|-----------------------|--------------------------|
| <2m: No damage | Up to 15m: 3d6 to three |
| 2m—5m: 1d6 to one | Up to 20m: 4d6 to four |
| Up to 10m: 2d6 to two | Each additional 5m: +1d6 |

Asphyxiation

- Prepared: Endurance seconds
 Unprepared Passive: ½ Endurance seconds
 Unprepared Active: 1/5 Endurance seconds
- ◆ Crit: No deterioration.
 - ◆ Success: +1 Fatigue
 - ◆ Failure: +1d2 Fatigue
 - ◆ Fumble: +1d3 Fatigue

Injury

- Serious Wound** (0 or less hp)
- ◆ May not attack or cast spells for 1d3 turns.
 - ◆ Endurance vs attack roll. On fail:
 - Limb — useless until healed to 1hp
 - Other — unconscious for minutes equal to damage, then incapacitated until healed.
- Major Wound** (negative greater than starting value)
- ◆ Incapacitated.
 - ◆ Endurance vs attack roll. On fail:
 - Limb — Unconscious
 - Other — Dead
 - ◆ If not treated, character will die.
 - Limb — HR x 5 minutes
 - Other — HR combat rounds

Healing

- ◆ Minor wound recovers HR per day.
- ◆ Serious wound recovers HR per week.
- ◆ Major wound recovers HR per month.
- ◆ First Aid (1d3 min).
 - Asphyxiation, bleeding, unconsciousness.
 - Minor wound: heal 1d3.
 - Serious wound: restore functionality.
 - Major wound: stabilise.
- ◆ Healing
 - Serious Wound: Heal 1d3.
 - Surgery on major prevents perm injury.