

Realistic Epic Medieval Combat System

The Realistic Epic Medieval Combat System or REMCS, pronounced remix, is a first person table top combat system which is designed to emulate the chaotic fast-paced nature of fantasy and medieval fighting.

The System

In REMCS, combat is broken into rounds. Each combatant takes two turns every round. When a combatant takes a turn, they are the initiating combatant and may perform actions including attacking or tripping opponents, picking up items, or mounting a horse. The order in which the turns happen is determined randomly by drawing names from The Hat of Fate. The initiating combatant has the greatest control over what happens on their turn. But to emulate the rapid give-and-take of melee combat REMCS allows other combatants to act as well. If directly targeted by the initiating combatant's actions, a character may respond using a reaction. A reactions might be parrying with a sword, blocking with a shield, or taking cover from a fireball.

Skill cost

Stat Value	From Zero	Next Value
0	0	1
1	1	4
2	5	9
3	14	16
4	30	25
5	55	36
6	91	49
7	140	64
8	204	81
9	285	10
10	295	111

Possible Stat Values:

4 2 2 2 2
3 3 3 2 1 1 1
4 3 2 1
3 3 2 2 2 2 1 1

Combat Statistics

REMCS uses a number of basic statistics called combat statistics to describe a combatants skills in combat. Combat statistics determine what kind of tasks a combatant is most likely to succeed at and what kind of fighting style best suits them. The combat statistics are movement speed, initiative, reactions, attack, damage, armor, health, dodge and parry. And are described below.

Initiative describes how quick a combatant is to react to unexpected situations. A combatants Initiative is equal to their *Agility* (and maybe + *Awareness*) and determines the number of slips of paper they put in The Hat of Fate.

Movement Speed describes how fast a combatant can move. During a combatants turn it may spend its movement to move that distance. Spent movement is regained at the beginning of each round.

Reactions are used to respond to events in combat. Combatants can make up to three reactions per round. But those with faster reflexes can do more. A character receives reaction equal to their *Agility* if it is higher than three. Twice their *Agility*? Can

add their *Agility* to the number of reactions they have? *Agility* and *Awareness*?

Attack and Damage rolls are not always required when making an attack but sometimes they are. Like all checks, attack rolls are made using up two skills. One of these must be a combat skill and the other is usually determined by the type of weapon being used. For melee weapons this is typically *Athletics* and for ranged and throw weapons this is usually *Agility*. Damage rolls are made with the same two skills as the attack role for the weapon, but the weapons damage bonus can be added to this check as well.

◆ **Attack Roll:** [Combat Skill + Weapon Attribute vs Opposition].

◆ **Damage Roll:** [Combat Skill + Weapon Attribute + Weapon Damage vs Armor].
Excess successes reduce targets health.

Armor describes how hard it is to hurt a combatant by hitting them. Whenever an attack hits a combatant they may roll armor against the attackers damage, no action or reaction required, the result is subtracted from the damage.

Health is a measure of how much of a beating a combat and can take before they are unable to function in combat. Each combatant has health equal to

$2 \times \textit{Endurance} + \textit{Athletics} + 1$

$10 + 2 \times \textit{Endurance} + \textit{Athletics}$

$5 + 2 \times \textit{Endurance} + \textit{Athletics}$

$4 \times \textit{Endurance} + 2 \times \textit{Athletics} + 1$

Dodge describes how confident in combat and is daunting out of the way of attacks and depends on their reflexes and battle awareness. When a character makes a dodge check they may modify the result with agility and awareness

Parry describes the proficiency of a combatants proficiency at knocking a side blows with their weapons. Checks made to parry are modified in the same way as attack rolls with the weapon: 1 combat skill plus *Athletics* for Melee and *Agility* for ranged.

The Hat of Fate

The Hat of Fate is what determines the order in which combatants act during combat. When combat begins each combatant places slips of paper with their names into the The Hat of Fate. The number of slips each combatant puts into the head is either two or their initiative, whichever is higher.

Rounds, Turns, and

Initiative

A single slip is drawn from the The Hat of Fate to determine which combatant acts first. After that combatants turn is over a new slip is drawn to determine the next combatant and so on. A round consists of drawing slips from the The Hat of Fate until each combatant has had two turns. Once a combatant has taken two turns they not take any more and if their name is drawn again it is ignored.

A combatants turn begins when their name is drawn from the The Hat of Fate. A combatants may perform a single action on their turn, followed by a variable number of reactions. A combatant may only spend movement on its own turn but may spend this movement before and after its action.

Actions in Combat

A combatant may perform one action on their turn. Actions usually allow combatant to initiate a sequence of events. Actions might include anything from drawing a weapon or attacking an opponent, to picking something off the ground, pulling a lever or drinking a potion. Actions allow characters to perform tasks that take approximately two seconds to complete. To complete something that would take longer more actions or a double action is required. While the number of possible actions that are possible in combat are endless and only truly limited by the players imagination a number of common actions are presented below.

BASIC ATTACK

The Basic Attack is the fundamental action of combat. In REMCS as long as the attacker has some training in the weapon, attacks always hit their target unless the target spends a reaction to oppose the attack, see reactions below. If the attack is opposed a successful attack check must be made against the opposition in order for the attack to hit. This means that combatants who have spent all their reactions are sitting ducks. If an attack hits its target, the attacks affect takes place. Basic Attacks may only be made against combatants within range: 2 meters for melee weapons or 4 meters if Long and 1 meter if Short, up to 8 meters if thrown, and 300 meters if ranged. While hitting an enemy to cause damage is very common other Basic Attacks are possible. A number of options are listed below.

Melee Attack: Hit an adversary with a weapon and roll damage against the targets armor. The targets health is reduced by the number of excess successes.

Shove Kick or Trip: With a weapon, anything from a gauntleted fist or pommel of a sword to a kick or head slam, shove an adversary back 3 meters provoking Free Attacks and staggering them until their next turn or knock them to the ground prone. Attack rolls are made with brawling and usually agility (trip) or athletics (shove), but depends on how exactly the attack is tempted. The opposition could be a dodge or a combination of *Brawling*, *Athletics*, and *Agility*.

Reckless Attack: A Reckless Attack is simply a Basic Attack, as described above, except that any attack or damage roll that is required as part of the reckless attack is made with advantage. Making a Reckless attack leaves the attacker staggered until its next turn. Combatants may *not* make reckless ranged or thrown attacks.

Ranged and Thrown Attacks: While an archer can easily launch in arrow a desired distance, hitting a particular target is much harder. Unlike melee attacks, thrown and ranged attacks do not automatically hit their target. A successful [*Attack vs Moderate*] is required to hit a median creature at a distance less than 30 meters. Every additional 30 meters increases the DC by 1 rank as does decreasing the size of the target. Increasing the targets size decreases the rank. If the target opposes the attack, which ever is greater is used as the opposition.

War bows can typically launch arrows about 300 meters. However, at these ranges they are more useful against groups of enemies. Hitting a particular individual would be near impossible.

Ranged attacks cannot be parried, thrown attacks can be.

RETRIEVE / STOW ITEM

Retrieving or stowing an item, including drawing or sheathing a weapon requires an action. Dropping an item can be done for free and drawing a short weapon can also be done for free.

INTERACT

Interacting with the environment often requires an action. Examples include pulling on a lever, pushing a boulder, knocking over a cauldron, or flipping a table. Sometimes this might require a check.

STAND UP

Standing up from being prone requires an action.

MOVE

An action can be used to increase a combatants remaining movement for the round by its movement speed.

DISENGAGE

PASS

A combatant may choose not to preform an action during its first turn in a round, instead saving it so that it may perform two actions in its second turn. Any saved actions are lost at the end of each round. Combatants may not save actions for use in subsequent rounds.

PREPARE

Combatants may spend their actions to prepare themselves. Instead of performing an action they increase their remaining reactions by one.

Reactions

Reactions are the way in which combatants respond to opponents' and sometimes even their own actions. A reaction might be parrying an attack with your sword or blocking with a shield. Excepting Free Attacks, reactions may only be performed when a combatant is affected by an adverse event. Being assisted by an ally does not allow for a reaction. Events that allow for reactions include being directly targeted by or in the AOE of an opponents attack, or being affected by a natural event such as a landslide. When a triggering event occurs a

character may choose to spend one of his reactions to take a reaction or not. If a combatant has no remaining reactions for the round it may not make reactions. Spent reactions are regained at the beginning of each round of combat. The following is a list of some possible reactions and their trigger.

REACTING TO ATTACKS

When a combatant is attacked it may respond with a reaction. Possible reactions to an attack are listed below.

Oppose (parry or dodge): When attacked, a combatant may spend a reaction to attempt to Parry or Dodge the attack. To Parry, the defending combatant opposes the attack role with its own attack roll. To Dodge the defending combatant opposes with Agility and Awareness. Either way, if the defender is successful, the attack misses and no damage is dealt, as usual ties go to the combatant who initiated the event: the attacker.

Retreating is a useful tactic in combat. When parrying or dodging, the defending combatant may spend 2 meters of movement to step back and gain advantage on the opposition. The attacker may also spend 2 meters of movement to step forward and stay within melee range (no reaction required). If this retreat carries the defender out of range, the attack automatically misses. This is most common when the attacker is on the ground and thus moves at half speed. Also if the defending combatant cannot retreat a full 2 meters backward using the movement it does not get advantage on its Dodge or Parry. This is also common when the defender is prone. The spent movement is part of the attack or opposition and does not subtract from either combatants remaining movement for the round. But, the movement does provoke Free Attacks. In addition, combatants can't retreat from Free Attacks that result because of risky movement, see Free Attacks below.

A successful Parry or Dodge allows for a repost, again see Free Attacks below.

Block: If a combatant possesses a suitable item, such as a weapon or a shield, they may attempt to absorb the impact of an attack. The attack automatically hits but the combatant may add its *Athletics* to its *Armor* value.

Eye for an Eye: A combatant may choose to simply take the hit but hit its adversary back. The initial attack automatically hits but the attacked combatant may make a basic attack against its attacker. While the second attack may be

reacted to by its target, it is close enough on the heels of the first attack that even if the first attack proves lethal the second attack still proceeds as usual.

Hit the Deck: When attacked a combatant may choose to spend its reaction to drop prone.

FREE ATTACKS

Free attacks are simply basic attacks that can be made using reactions. They are also one of the few reactions that are not *only* provoked by an adverse event. A combatant may spend a reaction to make a Free Attack against any opponent that tries to leave melee range without first disengaging. Making a long ranged attack also provokes Free Attacks from combatants within melee range. Lastly after successfully opposing an opponents attack a repost can be made. The defending combatant may spend a reaction to make a Free Attack against its attacker.

Other Rules

OFFHAND

After a successful attack, Basic Attack, Full Action Attack, or Free Attack, a combatant may use a reaction to strike with a weapon in its offhand. Attack and damage rolls with an offhand have disadvantage. Successful offhand attacks do not allow for a second offhand attack.

STAGGERED

A staggered combatant is off balance and vulnerable to melee attacks. The staggered combatant grants advantage on attack, damage, and opposition checks made against it. In addition, the staggered combatant has disadvantage on any other checks it makes that involves physical movement, coordination, and balance.

PRONE

A prone combatant is lying on the ground. While prone movement costs three times as much, 3 m must be spent for every 1 meter moved. Thus the prone combatant cannot retreat affectively when opposing attacks. They also cannot take ground affectively and their melee attacks automatically miss standing opponents who retreat.

In addition standing opponents have advantage on attack and damage rolls made

with melee weapons against prone combatants.

Standing up from prone takes an action.

Ranged attacks made from beyond 2 meters have disadvantage on attack rolls against prone combatants.

CRITICAL SUCCESS AND FAILURE

Sometimes a lucky strike will turn the tide of battle.

Attacks: Scoring a critical success allows the wielder to choose between automatically hitting with the attack or gaining advantage on damage *if* the attack hits (must be chosen before the outcome is known). Critical fails automatically miss.

Damage: Scoring a critical success lets the attacker choose between doubling the number of successes scored or ignoring armor. A critical fail deals no damage.

Armor: A critical success simply soaks all damage. Critical fails block no damage.

Dodge: Scoring a critical fail dodging causes the attack to automatically hit. A critical success automatically dodges the attack.

MOUNTED COMBAT

A mounted combatant has advantage on attack and damage rolls against non-mounted combatants and also has advantage on opposition roles against all but long and ranged weapon attacks from non-mounted combatants.

If a mounted combatant makes a melee attack after charging 10 m at its adversary, the mounted combatants weapon gains the devastating property.

A mounted combatant that is grappled can be dragged from its mount with an action and a successful check.

Mounted combatants often use a lance. A weapon that falls into the long weapon category but may be used in one hand when mounted. Lances are virtually useless as weapon when out of the saddle.

A mount acts on its riders turn. If the mount takes damage an *Animal Handling* and sometimes required to calm the beast.

In addition, mounted combatants can often attack using their mount trampling or kicking adversaries. This often requires an action.

GRAPPLING

After a successful hit with a grab weapon, damage need not be dealt, the attacker may choose to latch on to and grapple its opponent, no action or reaction required.

A grappled combatant cannot move without first escaping the grapple. The grappler cannot move unless it ends the grapple, no action required, or on its turn at half speed after a successful [*Brawling* vs *Brawling*].

Grappled combatants grant all opponents advantage on attack, damage, and opposition checks against them. In addition attackers may choose to give up the advantage on attack and damage rolls to instead ignore the grappled combatants armor bonus: from armor, shields, and blocking.

Grappling combatants grant advantage on attack damage and opposition checks against then to all combatants except those they are grappling.

Escaping a grapple requires an action and is usually an opposed check using a combination of *Brawling*, *Athletics* and *Agility*.

If a grappled combatant grapples its grappler it gains the upper hand, the initial grapple ends and the original grappler now becomes grappled.

Combatants in a grapple may only make attacks using short weapons. But the attacks do not provoke a Free Attack as Short weapons normally do, because the combatants are already very close.

IMPROVISED WEAPONS

Improvised weapons possess no qualities other than the standard qualities of their category, though they can sometimes be thrown. In addition, they deal damage as if they were one category smaller: improvised Two-Handed weapons deal damage like a Single-Handed weapon and improvised Short weapon deal damage like an unarmed strike. Weapons can almost always be used as improvised versions of smaller category weapons. A great sword can be used as an improvised Short weapon by smashing an opponent on the head with the pommel for example. When a weapon is used for an improvised attack the weapons normal skill may be used rather than *Brawling* which is typically used for improvised attacks.

Example: After a fierce exchange of blows the half orc mercenary grapples her adversary to the

ground. On the ground she is unable to wield her great two handed sword as usual. With a grunt, she grasps the steel blade in a gauntleted fist and with the pommel in the other hand drives the point through the visor of the knight beneath her. Crunch!

CHARGING

If a combatant charges at least 4 meters before attempting to knock over or shove an opponent, it gains advantage on the attack roll made to do so.

THE SCRUM

The scrum is useful tool for keeping track of positioning in combat when not using a battle grid and doing combat strictly in the imagination. A Scrum is a small group of combatants, five or less, who are involved in hitting each other with sharp objects. Any combatant within a Scrum is within melee range of any other combatant in that scrum. A combatant on its own is its own Scrum, and others may join it to engage in melee combat.

Entering a Scrum: Joining a scrum is as simple as moving to it. The number of combatants in a single scrum is *usually* limited to five. If a 6th tries to enter, the scrum is broken up, often into two scrums of three combatants each. Which combatants are in each scrum depends on the scenario in question and is usually determined by the DM. Combatants should not typically be allowed to use the breaking of a scrum to avoid Free Attacks when leaving the scrum.

In addition, it is sometimes impossible for a 6th combatant to enter a scrum.

Example: Two adventurers hold a corridor against goblins. There is only room for three goblins shoulder to shoulder in the hall. So it's impossible for the 4th and 5th goblins to squeeze into the fray, and are instead stuck in their own scrum behind the first goblins, relegated to throwing stones or if that fails, insults.

At the day use common sense: if it seems like it should work go with it! If it seems like it shouldn't don't!

Example: An ogre charges down the corridor to join the fight. It's

not stuck behind the puny goblins and easily bats them aside to attack the adventurers. Now the goblins are stuck behind the ogre or if they are small enough they might dart between its legs to get in a quick jab.

Also, when entering a scrum, it is often possible to come up unnoticed behind an opponent. With a successful [stealth vs awareness] the entering combatant can gain advantage on attack and damage against that combatant if the first the entering combatant does upon entering the scrum is attack said opponent. Like most things this is not *always* possible, depending on the scenario, common sense and is subject to the GM's discretion.

Example: *The two adventure holding the corridor cannot be snuck up on by the ogre who they are watching charge down the hall towards them.*

Exiting a Scrum: Leaving a scrum provokes Free Attacks from all those within the scrum.

Moving Between Scrums: Often a combatant can move to a new scrum using its base movement. But the distance between Scrums really depends on the specific scenario and could easily be quite large.

Attacking Between Scrums: Long and Close range weapons can attack combatants in other scrums, if they are within range. Making an attack with a Long range weapon provokes Free Attacks from those in the attackers Scrum, Close range weapons do not.

Breaking the Rules: The rules for Scrums are presented in hopes that it makes combat without miniatures easier to handle, somewhat dynamic, and hopefully fun. While these are "rules," like everything presented this book they are meant to be tweaked and in certain cases entirely ignored when the players and DM feel it necessary or if the situation calls for it.

Full Actions

A combatant that delays in turn may perform to actions on its subsequent turn as described above. One use for this is to perform full actions these are things that require more than a single action to accomplish. Flashes typically require about 4 seconds or so to complete. A number of full actions are presented below.

FULL ACTION ATTACKS

With a little extra time, more precision and force are possible. This might be an archer taking a moment to aim in the heat of battle, a knight half-swording for more leverage, or a barbarian simply putting his back into the swing. However it's done, by spending two actions to make a Basic Attack the combatant can gain advantage on both the attack and damage roll or double advantage on either.

Equipment

Weapons

Weapons can increase the damage a combatant can deal. Some weapons also have other qualities that affect their use. Most weapons fall in to one of six category detailed below and have no properties beyond what those in their category normally possess. A combatant does not *need* to be skilled to pick up a sword and swing it or benefit from its properties. However, that's not to say that training is not important. The value presented in the damage column of the weapon table is the weapon damage including the two base Check Dice.

SHORT WEAPONS

Damage: +3

Qualities: Short.

While provide less reach than other weapons, Short weapons are often easy to conceal and quick to draw. They also have a neck for finding their way between the cracks in armor. Daggers are the quintessential example of a Short weapon. However, hatchets, meat cleavers, and short swords also fall into this category.

Short Sword:

Parrying Dagger:

SINGLE-HANDED WEAPONS

Damage: +3

Qualities: none.

Single-Handed weapons are likely the broadest category of weapon. While the standard one-handed sword is most common, axes, rapier, cutlasses, and hammers may also fall into this category.

Fencing Repair:

TWO-HANDED WEAPONS

Damage: +5

Qualities: Two-Handed.

While the longsword is exemplary of the Two-Handed weapon category, many war axes, hammers, flails and other weapons too large to be effectively wielded in a single fist fall into this category.

Viking Axe: Bastard Sword:

HEAVY WEAPONS

Damage: +7

Qualities: Unwieldy, Two-Handed.

Often as large as the warriors who wield them, these weapons are awkward and difficult to swing. Heavy weapons make up for their pitfalls by the sheer devastation they can inflict. Huge double headed axes, mighty war flails, and executioners swords all fall into this category.

Weapon	Damage	Quality	Cost
Unarmed Weapon	+1	Short, Grab	1 gold
Short Weapon	+3	Finesse	1 gold
Single-Handed Weapon	+3		5 gold
Two-Handed Weapon	+5		10 gold
Heavy Weapon	+7	Unwieldy, Devastating	10 gold
Long Weapon	+5	Long, Two-Handed	3 gold
Ranged Weapon	+5		5 gold

LONG WEAPONS

Damage: +5

Qualities: Long, Two-Handed.

Long weapons offer extended reach across the battlefield allowing their wielders to strike without putting themselves at risk. Halberds, pikes, and lances are all examples of Long weapons.

RANGED WEAPONS

Damage: +5

Qualities: Ranged, Two-Handed.

Ranged weapons can hit their targets from a great distance and include bows, crossbows, slings, and muskets. Some ranged weapons require a bit of time to reload. However it is often worth the wait as these weapons can pack a serious punch, driving through both armor and shield to penetrate their victims.

IMPROVISED WEAPONS

Damage: variable

Qualities: none.

Improvised weapons possess no qualities other than the standard qualities of their category, though they can sometimes be thrown. In addition, they deal damage as if they were one category smaller: improvised Two-Handed weapons deal damage like a Single-Handed weapon and improvised Short weapon deal damage like an unarmed strike. Weapons can almost always be used as improvised versions of smaller category weapons. A great sword can be used as an improvised Short weapon by smashing an opponent on the head with the pommel for example. When a weapon is used for an improvised attack the weapons normal skill may be used rather than *Brawling* which is typically used for improvised attacks.

Qualities

SHROT

Unlike other weapons, drawing a Short weapon does *not* require an action, it can be drawn for free. Short weapons may also be wielded in the off hand.

Short weapons score criticals when a 5 and a 6 as well as double 6s are rolled on attack and damage.

Short weapons have very little reach. To attack with a Short weapon its wielder must move into very close quarters, leaving it vulnerable. Attacking with a Short weapon

provokes a Free Attack from any target wielding a weapon with more reach: standard weapons and Long weapons.

If the attacker is already in close quarters with its opponent, less than a meter apart, the attack does not provoke such a response. This is the case when grappling, as the combatants are already very close.

LONG

The weapon provides its wielder with superior reach, 4 meters or so. When an enemy moves into reach, the wielder may use a reaction to make a Free Attack against them. If the enemy is wielding a long weapon as well, no Free Attack is gained.

THROW

The weapon can be thrown a short distance, usually about 8 meters. Doing so uses the same attack and damage as the weapon would for melee. The attack does not provoke Free Attacks and can be reacted to the same as a melee attack.

RANGED

The weapon is designed to attack adversaries from a distance often up to 300 meters. Attacking with a ranged weapon provokes melee Free Attacks from surrounding combatants.

BASTARD

The weapon is crafted in such a way that it can be wielded in a single hand. However, doing so has its disadvantages. When wielded in a single hand, the bastard weapon deal damage as if it were a single-handed weapon and loses all its beneficial qualities.

TWO-HANDED

The weapon is heavy and can only be wielded in two hands.

DEFENSIVE

The weapon is useful in avoiding or deflecting blows and grants its wielder a +1 bonus to parry.

FINESSE

The weapon is light and fast and while one could simply bludgeon an adversary with it, it is meant to be use with skill and style. *Agility* rather than *Athletics* is *often*, but not always, used to modify attack and damage with the weapon. Finesse weapons do not possess the

weight or strength to parry Two-Handed or larger weapons.

IMPEDING

The armor is cumbersome to move in and wear. Its wearer takes a penalty to *Agility*. This penalty *does* affect the number of reactions a combatant may take per round.

The penalty also applies to any tasks that require coordination: sneaking, climbing, running.

TIREING

The armor becomes swelteringly hot and sweaty to wear. After combat or an hour of wearing the armor the wearer must make a [*Endurance* vs Tiresome] or suffer 1 exhaustion.

DEVASTATING

The sheer destructive power of the weapon is severe. It can crush shields, smash through armor, and cave in helms. Taking a blow from a devastating weapon is always to be avoided. Attacks with devastating weapons deal a minimum damage equal to the devastating weapons damage bonus.

Example: A combatant hits with a two-handed devastating weapon and scores a 13 on damage against 12 armor. The hit would normally deal 1 damage, but the devastating weapon deals 5.

UNWIELDY

The weapon or shield is too large or unbalanced to use with grace and is difficult to swing. Attacking with an unwieldy weapon requires both an action and the combatants entire base movement for the round.

Unwieldy shield can only block attacks from a 90° swath. Blocking attacks from this direction does not require a reaction. Moving the shield to block a different direction requires a reaction and the combatants entire base movement for the round. A combatant may also move an unwieldy shield to face in a new direction on its own term by spending its entire base movement.

PUNCTURING

The weapon is designed to drive through even the toughest of protection. Armor has disadvantage against this weapon.

HEAVY

FLEXIBLE

A flexible shield is light and easy to move. A combatant wielding a flexible shield may still use that hand manipulate a weapon or other object. A flexible shields protection bonus may also be added to attempts to parry.

SHIELD

Shields are built to deflect and absorb opponents blows. A character wielding a shield may use its reaction after being attacked by an opponent to add *Strength* to *Armor*.

GRAB

Weapon can be used to latch on to an opponent. After a successful hit the attacker may grapple its opponent, no action.

CHAIN

Often comprises of one or more chains with spiked balls on the end, this weapon is

DEADLY

The weapon is especially brutal and deals 1 more damage than weapons of its category typically do.

REINFORCED

The armor is exceptionally durable and strong. The bonus it provides to *Armor* is 1 higher than typical armor of its category.

BLUNT

The weapon is less deadly than others of its category and deals 1 less damage.

Mystical Qualities

weapons look too thin and fragile to cause any serious harm.

MYSTIC STEEL

The crafter has folded and hammered sorcery into the Metal. It is extremely strong and hard to damage, or melt, and never rests. Weapons made of mystic steel are strangely light yet packed an incredible, and have the strength and weight to cut and parry. The weapon or armor provides a +1, +2, or +3 bonus to attack, damage, armor, or any other check that would be benefited by the items strength and lightness. As an example mystic armor also provides this bonus to checks made to avoid exhaustion after wearing it.

FLAMING

The weapon or armor is constantly flaming and can't be put out. Anything that comes in contact with the object, a successful hit with a weapon or being hugged by someone in armor, takes 1d6 fire damage. If the target is flammable it lights on fire and continues to take 1d6 fire damage on each of its subsequent turns. The effect ends if the target spends its turn to put out the flames or if the damage roll deals 1 damage. The fire damage ignores armor. The wielder of the object can manage to avoid the flames though that might change with a critical fail.

SORCERERS BLADE

The weapon was forged with rituals of conjuration and summoning. It can make melee attacks against creatures up to 4 meters away. The attacks can be opposed and blocked as usual. The weapon also now has the long property.

SHADOW BLADE

Terrible dark sorcery went into the forging of the weapon. The weapon slices through steel and iron as if they were not there and only affects living material. The blade passes through living and nonliving material without leaving a trace of damage. The weapon does not have a damage bonus. However, when slicing through living material the weapon deals damage ignoring any armor bonuses and is impossible to parry. The weapon leaves no mark on his victim it simply kills them. Some shadow blades are wreathed in dark vapors while others are the pale blue of ice. Often the

Shields

Shields can be held in one hand and provide combatants with added protection against hits. While wielding a shield a combatant may add the shields protection bonus to *Aarmor* when reacting to an attack with a block. Shields are often used to bludgeon adversaries. Medium and light shields may be used as improvised short weapons. Heavy shields are too large and cumbersome to be of use in this manner.

LIGHT SHIELDS

Aarmor: +1

Qualities: Flexible.

Often carried with a one or two handed sword, Light shields or Buckler's are typically about a foot in diameter and can be used to deflect and absorb impacts.

MEDIUM SHIELDS

Aarmor: +2

Qualities: none.

Medium shields range in shape and style from the large wooden desk shields of the Vikings to the steel diamond of a knight. Medium shields provide their wielder with good protection and are small enough to not get too much in the way.

HEAVY SHIELDS

Aarmor: +4

Qualities: Unwieldy.

Heavy shields are massive hulking things, usually found on the front lines of an advancing army or held in formation to provide protection from raining arrows. Often rectangular in shape, Heavy shields are typically a meter or so wide and twice as tall. Their sheer size provides substantial protection but also makes them hard to move quickly.

Shields	Protection	Quality	Cost
Light	+1	Flexible	2 gold
Medium	+2		5 gold
Heavy	+4	Unwieldy	10 gold

Armor

What are swords without armor? Although tiring and somewhat cumbersome to wear, a good set of armor can make the difference between life and death in the thick of battle. As usual a character without armor, wearing simple clothing or such, can always use the two basic Check Dice, but armor can provide more protection. Armor falls into one of three categories, Light, Medium, and Heavy. Each category provides a different bonus to the wearers *Armor* value. Certain armor also possesses other qualities. The value presented in the protection column of the armor table is the *Armor* value of the where including Check Dice.

LIGHT ARMOR

Armor: +2

Qualities: none.

MEDIUM ARMOR

Armor: +5

Qualities: Impeding(-1), Tiring(10).

HEAVY ARMOR

Armor: +5

Qualities: Impeding(-2), Tiring(13).

Armor	Protection	Quality	Cost
Light	+2	—	2 gold
Medium	+5	Impeding(-1), Tiring(10)	5 gold
Heavy	+8	Impeding(-2), Tiring(13)	10 gold

More Armor

Armor	Protection	Quality	Cost
Light	+2		2 gold
Leather			2 gold
No Armor	+0		—
Animal Hide		Reinforced	2 gold
Sorcerers Robe			10 gold
Gambasin			
Medium	+5	Impeding(-1), Tiring(10)	5 gold
Chain Hauberk			
Double Chain Mail		Reinforced	25 gold
Riveted Mail		Reinforced	
Breast Plate			
Heavy	+8	Impeding(-2), Tiring(13)	10 gold
Full Plate			

More Weapons

Weapon	Damage	Quality	Cost
Unarmed Weapon	+1	Grab, Short	—
Punch, Knee, Headbutt			—
Kick		Not short	
Short Weapon	+3	Finesse	1 gold
Dagger			1 gold
Gauntlet		Grab	
Dirk	+4	Deadly	1 gold
Parrying Dagger		Defensive	5 gold
Short Sword	+4	Not Finesse, Deadly	1 gold
Hatchet		Throw	5 gold
Throwing Knife		Throw	5 gold
Single-Handed Weapon	+3		5 gold
Sword			5 gold
Fencing Rapier		Finesse	125 gold
Mace			
Javelin		Throw	
Two-Handed Weapon	+5		10 gold
Longsword			10 gold
Viking Axe			10 gold
Bastard Sword		Bastard	50 gold
Battle Flail		Devastating	50 gold
Heavy Weapon	+7	Unwieldy, Devastating	10 gold
Long Weapon	+5	Long	3 gold
Pike			3 gold
Halberd	+6	Deadly	15 gold
Ranged Weapon	+5	Puncturing	5 gold

Injuries and Healing

When a creature is dealt damage that reduces them to zero Health they begins dying and suffers a [damage] degree injury (The degree of the trauma is equal to the amount of damage the creature suffered to bring it to zero health.) A dying creature falls to the ground unconscious, screaming, or maybe in shock. It can't do anything useful like take actions or move. If it takes damage it dies and each term it must roll [Check Dice] if no successes are scored its condition worsens if this happens again it dies.

RECOVERING HEALTH

Creatures regain 1 health every day.

TRAUMA AND INJURIES

When a creature receives a trauma The creature then it requires an injury with a degree equal to the number of successes on the trauma check. The injured body part can be chosen or rolled for on the table. The injured character incurs a penalty when performing preforms actions with the injured part equal to injuries degree.

Injured Part	Type of Check Affected	D6
Head/ Mental	Thinking	6
Torso	Physical use & Thinking	5
Arm	Physical use	4
Leg	Physical use	3
Horrible Scar	Possibly Social	1-2

RECOVERING FROM INJURIES

Time and rest are required for injuries to heal. At the end of every week a character spends resting, the degree of every injury they possess is halved rounding up. *A 5th degree injury would be decreased to 3rd degree.* If the character does not take proper precautions to rest and recover they may reinjure themselves. The character is subject to a [Constitution vs degree] check modified by how ill-advised the action is. On a fail (there week of rest must begin again) the degree of the injury increases by 1.

EXHAUSTION

Exhaustion is often acquired after pushing oneself far the normal limits. It might be be from a long forced march, spending too much time in the cold, staying up for night without sleep, going out food or drink, etc. Often a Constitution check as possible to avoid becoming exhausted and the difficulty depends on the circumstances. Every level of exhaustion the character has gives it a minus one penalty to any and every task it performs. Characters recover 1 level of exhaustion every day they spend recovering. If a character receives more exhaustion that it has health it becomes incapable of doing anything useful and might die.

Risky Action	Modifier
Easy Riding	No check
Marching (without Leg or Torso injury)	No check
Marching with Leg or Torso injury	—
Casting with physical injury (not Torso)	No check
Casting with mental injury	Sorcery points spent

Risky Action	Modifier
Running with leg injury	-2
Combat without serious precautions	-2
Forced march with Leg or Torso injury	-2