Combat

Combat is designed to be challenging and deadly. It utilises a damage model based on wounds, rather than hit points.

Damage System

Wounds

Each location tracks wounds. Bodily locations include:

- Head
- Right arm
- Left arm
- Torso
- Right leg
- Left leg

Each location may sustain three types of damage.

1. **Flesh-wounds:** a hit that results in no immediate danger. However, they can build up. Three flesh-wounds create an injury.
2. **Injury:** a strike that is damaging. Each injury on a location grants a -5 modifier to utilising that location.
3. **Critical Injury:** an injury that disables the location entirely. If this is to the head or torso, it creates a mortal injury.
   - Upon receiving a critical injury, make a TGN check. On failure, the location is removed. This does not apply to the head or torso.
   - The number of injuries to each location needed to form a Critical Injury

on a normal human, or human-like creature:
- Arms: 10
- Legs: 10
- Head: 5
- Torso: 20

Mortal Damage

Once a character receives a mortal injury, they become unable to function. If they are not stabilised within two turns, they must start rolling toughness checks every turn. If at any point they fail this check, they die.

Weapons

Each weapon possesses a percentile chance of inflicting an injury. This is represented by a weapon's DP, or Damage Percentile. If a roll for damage beats (comes below) this value, an injury is inflicted.

If the roll for damage fails, a flesh-wound is inflicted instead.

If the roll surpasses four degrees of success, it automatically inflicts a critical injury.

Armour

Armour is available for each location. A piece of armour will possess an armour modifier. The armour modifier is added to the difficulty when rolling to hit.

Locational Damage

Region	Dice
Head	1-10
Right arm	11-20
Left arm	21-30
Torso	31-70
Right leg	71-85
Left leg	86-00

Modifiers

Status Effects

Haha actually create this system

Combat Flow

Initiating Combat

When initiating combat, all character should roll initiative equal to xd10, where x is equal to the tenth digit of the SGL score.

If the attack is unexpected by the defenders, each attacker receives (in arbitrary) one extra full turn before initiative is taken into account.

Turn actions

Turns are comprised of two actions. Unless otherwise specified, a non-movement action immediately ends the turn.

- **Move:**
  - Move within the movement speed of the character.
- **Sprint:**
  - Move twice the movement speed of the character. This ends the turn.
- **Defend:**
  - Defend against the next attack. An attack the following turn has a -10 to hitting the defender.
- **Ranged / Melee Attack:**
  - Make the appropriate roll (MWS or RWS) to hit the enemy. The attacker may choose to make an aimed shot at a -20 to hit.
  - Roll a d100 to determine the location hit. Refer to Locational Damage for chart.
  - On success, make a roll against the weapon's DP.
  - Repeat roll to hit and damage for each attack(s) per action.
- **Magic Attack:**
  - Make a magic roll based on the type of magic user.
  - On success, apply spell effects to target. The target may make an agility roll to dodge (MOD -20) if their AGL score is above 30.
- **Other Actions:**
  - Use any other action that may be used outside of combat.

Races

Generalisation

Characteristics Score Incr

A race may provide a basic increase to characteristic scores. This is typically in the form of a base increase, (+5, etc.) or as a random dice-based increase (1d10, etc.)

Skills

A list of skills in the basic system.

Strength

- Athletics
- Climb
- Martial Arts
- Smithing

Agility

- Acrobatics
- Animal Handling
- Contortion
- Crafting
- Disable Device
- Escape
- Penmanship
- Ride

- Sail
- Sleight of Hand
- Stealth
- Surgery
- Swim
- Tracking

Toughness

- Survival

Mind

- Appraise
- Arcana
- Artificing
- Bureaucracy
- Business
- Calligraphy
- Culture
- Drawing
- Ecology
- Engineering
- Etiquette
- Forgery
- Geography
- History
- Insight
- Linguistics
- Logic
- Medicine
- Nature

- Paining
- Philosophy
- Politics
- Psychology
- Religion
- Religion
- Statistics
- Strategy

Charisma

- Barter
- Bluff
- Charm
- Courting
- Deception
- Diplomacy
- Disguise
- Instruction
- Intimidation
- Leadership
- Performance
- Persuasion
- Temptation

Perception

- Deduce Motive
- Detect Trap
- Investigation
- Lip Reading
- Navigation

System

Game Master

The person in charge of the game is known as the Game Master. This system document assumes you are familiar to traditional tabletop Role-playing games.

It must be stressed that the Game Master's word is final and absolute. They are the person in charge of the game, and whatever they say count from a rules perspective. There will be parts of the game when a Game Master's judgement is necessary.

System guidelines and

The system has a broad set of general rules-of-thumb to follow. All the following rules should be taken as a guideline, and the Game Master's word may override them.

1. Specific rules take precedence over general rules. If there are contractions, a specific rule should be used over a general one.

2. When rounding is necessary, round downwards.

Dice

The base dice used for the system is the *d10*, or a 10-sided dice. A percentile roll, the *d100*, may be made by using 2d10, treating the first roll as the value of the tenth digit, and the second roll as the value of the ones digit.

Characteristic scores

Characteristic scores are key to a character's basic construction. They are an abstraction of a character's basic abilities and characteristics, of everything from their physical to mental attributes, to weapon skills.

The following characteristic scores exist.

Strength

Abbreviated as STR.

Strength is a character's basic ability to achieve physical feats. These are mostly those that involve feats of strength, such as lifting, or carrying items, but also include acts such as climbing, and jumping.

Unarmed melee, and brute melee weapons utilise STR rolls.

Melee Weapon Strength

Abbreviated as MWS.

Melee weapon strength represents a character's familiarity, and

proficiency in utilising complex melee weapons.

All non-unarmed, and brute melee weapons utilise MWS rolls.

Agility

Abbreviated as AGL.

Agility represents a character's dexterity, physical flexibility, and nimbleness. A character's initiative is also determined by AGL.

Unarmed ranged weapons utilise AGL rolls.

Ranged Weapon Strength

Abbreviated as RWS.

Ranged weapon strength represents a character's familiarity, and proficiency in utilising complex ranged weapons.

All non-unarmed ranged weapons utilise RWS rolls.

Toughness

Abbreviated as TGH.

Toughness represents a character's physical resilience and natural defence capabilities. This covers a wide range of different situations, from resisting status effects such as poison, to retaining consciousness after sustaining

damage, to surviving when potentially lethal damage is taken.

Mind

Abbreviated as MND.

Mind is a abstraction of mental processes and abilities. It covers a character's intelligence, their ability to process and retain information, and their mental capacity and willpower. MND is also used when resisting mental status effects, and to resist damage to memory or mental functions.

Charisma

Abbreviated as CHA.

Charisma is a character's ability to charm and coerce. This may be derived from an innate ability to manipulate, but may involve other characteristics, including a character's physical attractiveness, and a character's ability to speak.

Perception

Abbreviated as PER.

Perception is a character's ability to notice and perceive their surroundings. This include complex uses of senses, the ability to detect small details, and the ability to passively, and actively detect other characters' actions.

Degrees of Success and Failure

A single degree of success is counted for every ten a d100 roll beats a base difficulty. For example, if a check difficulty was 50, and the d100 roll was 30, we would say that roll had 2 degrees of success.

The degree of failure is similar, but counts every ten a d100 roll is above a base difficulty. If a check difficulty was 50, and the d100 roll was 72, we would say that roll had 2 degrees of failure.

Checks

Checks are split into two major types.

Basic Checks

All basic checks are made in a similar fashion. In order to make a check, first determine a the check's difficulty. A basic, challenging difficulty check is equal to the character's relevant characteristic point.

The following chart may be used to help determine the difficulty of checks. Please note modifiers are applied to the difficulty of the check, not the roll.

Difficulty Modifier

Trivial   +40

Simple   +30

Routine   +20

Standard   +10

Challenging 0

Hard   -10

Very Hard   -20

Painstaking -30

Impossible   -40

After a difficulty has been determined, roll a d100 and compare the roll to the difficulty. If the roll is lower than the difficulty, the check succeeds.

Skill Checks

Skill checks are made when a character utilises a known skill. Making a skill check is the same as making a basic check.

Characteristic Checks.

Characteristic checks are made using the base characteristic of a character. The mechanics for characteristic checks vary depending on the situation.

Untrained skill checks

Untrained skill checks are made when a character does not possess a skill, but wishes to make a check untrained. In these circumstances, the rules are

the same for making a trained skill check, but all modifies receive an additional -10.

Difficulty	Modifier
Trivial	+30
Simple	+20
Routine	+10
Standard	0
Challenging	-10
Hard	-20
Very Hard	-30
Painstaking	-40
Impossible	-50

Other Characteristic Checks

Characteristic checks are also made in other situations, such as when resisting status effects, rolling in combat, and most other circumstances when skills do not apply. Making these checks is the same as making a basic check.

Opposing Checks

An opposing check is made when a character uses a skill or characteristic against another character. In these situations, a basic check is made for both characters with the applicable modifiers. The character with the least degrees of failure, or the most degrees of success wins.

In an opposing check, it is impossible for both parties to fail, or succeed.