

Hits & Damage

Hitting and getting hit:

Most attacks are made as a melee or ranged combat skill check compared to the opponent's defense.

- Miss: if the attack result is less than the defender's current defense it has no effect.
- Blocked/parried/dodged: if the attack result is at least equal to the opponent's current defense before but not after their melee/ranged defense bonus the attack is avoided but the defender loses one defense.
- Hit: an attack result that equals or exceeds the target's modified defense hits. The target loses two defense and suffers the effects of the attack.
- Additional successes: for every three points an attack's result exceeded the target's defense it gains an additional success that may be spent for melee attacks to choose a hit location (1 for body, 2 for arm or legs, 3 for head) or for any attack to gain the bonus effects from the weapon or attack type used.

Hit locations:

Unless the hit location is already determined roll a d10 to determine it: 1-2 legs, 3 right arm, 4 left arm, 5-9 body and 10 for head. Area effects generally damage the target's body location and do not require a roll.

Forms of damage

- Stamina - for every point of stamina damage dealt the victim loses one stamina.
- Stun - when a character suffers a stun they lose one stamina and gain a stun; each stun reduces a character's max stamina by one. If a character gained a stun last round they suffer a -1 penalty for each stun they have to every skill check they make.
- Fatigue - for each fatigue suffered lose one stamina and gain a point of fatigue; each point of fatigue reduces a character's max stamina by one.
- Wound - for each wound suffered lose 2 stamina and gain a wound to the hit location. Skill checks gain a penalty die for each wound the character has on the used location and a -1 penalty for each other wound.

Damage Types

Concussive damage

Concussive damage is reduced by the character's body stat and physical damage resistance.

Damage	stamina/stun/wound	Damage	stamina/stun/wound
1	1 stamina	10	1 wound + 1 stun
2	2 stamina	13	2 wounds
3	1 stun	17	3 wounds
5	2 stuns	21	4 wounds
7	1 wound	every additional 3	+1 stamina, 1 stun, 1 wound

Penetrating damage

Penetrating damage with armor piercing value less than the target's armor value becomes concussive. Penetrating damage is reduced by the character's physical damage resistance.

Damage	stamina/stun/wound	Damage	stamina/stun/wound
0	1 stamina	7	2 wounds
1	1 stun	10	3 wounds
2	2 stuns	13	5 wounds
4	1 wound	every additional	+1 wound

Fire damage

Fire damage is reduced by any fire resistance the character may have. Fire damage causes burning; the character suffers the same damage -1 next round to the burning body location, if this damage was itself caused by burning randomly determined one adjacent body location to also suffer this damage next round; if a body location would suffer multiple instances of burning only resolve the most severe one. Any character with one hand free within one meter of a burning character may take an action, with a one turn requirement, to reduce all burning damage they would suffer next round by 3, this reduction is increased to 5 if the burning character is prone; a character with two free hands may double this reduction.

Damage	stamina/stun/wound	Damage	stamina/stun/wound

1	1 stamina	8	1 wound, burning
3	1 stun	13	2 wounds, burning
5	1 stun, burning	every additional 5	+1 wound, burning

#####Cold damage

Cold damage is reduced by a character's body stat plus any cold resistance they may have. Cold damage gains +1 for every round the target has suffered cold damage since they were last warm.

Damage	stamina/stun/wound	Damage	stamina/stun/wound
1	1 stamina	13	2 fatigue, 1 wound
3	2 stamina	17	3 fatigue, 1 wound
5	1 fatigue	21	
4 fatigue, 2 wounds			
8	2 fatigue	every additional 3	+1 fatigue, +1/2 wound

Lightning damage

Lightning damage is reduced by the character's body, armor value that is gained from metal armor, and by any lightning resistance they may have. Lightning damage is always inflicted to the body location.

Damage	stamina/stun/wound	Damage	stamina/stun/wound
0 or less	recovers 1 stamina	8	3 stuns
1	1 stamina	10	3 stuns, wound
2	1 stun	Every additional 3	+1 stun
5	2 stuns	every additional 10	+1 wound

Arcane Dues

A character suffers a number of points of arcane dues equal to the total number of successes

in an effect the mage casts or creates. Arcane dues is handled in three steps, first reduce the dues by up to the character's body stat lose a stamina per point reduced, then reduce the remainder by up to the character's body stat taking one fatigue per point reduced, finally take a number of wounds equal to the remaining points to the character's body location.