# Chapter 6: Movement and combat

During the game, characters will journey and adventure into exotic and dangerous locations where they will find themselves in hard situations.

Day to day events like waking up, changing clothes, cooking, taking a bath, enjoying a stroll in the park, etc. are not important to the story so there is no need to keep track of them. But when the action turns chaotic and everything moves really fast, thing blow up, ledges crumble under your feet, bullets fly everywhere, and the life or death of the character depends on mere fractions of second, then the action time needs to be tracked and combat begins.

## A brief description

A combat starts when two (or more) factions are facing each other.

When a combat starts, the GM will describe the surrounding environment, the opponents, how they look like and where they are located so that players can make their own action decisions. The GM is free to keep some information hidden from the players (i.e. an assassin hiding in the shadows) but otherwise any visible character must be announced and properly described.

Then, the players have to declare their actions and the GM should declare the actions for the opponents. The GM must keep a track of how the creatures and player characters are engaged and keep track of the health of all the opponents. Also he should keep track of turns, actions and initiative order.

Depending on the combat size this may be a lot of work so the GM should designate a player to help him keep track of things. The initiative table is something a player can easily help with.

#### Restricted knowledge (Advanced)

During a combat, not everybody sees or knows the same. Even if the players know something, the characters may not see or know what the player knows so they should react accordingly to what the characters know. If the characters are properly moved and played the GM should reward the player with extra experience points as a Modifier.

The GM is also advised against doing the same. The GM controls all opponents so he will be tempted to have all his opponents perfectly coordinated plans and that rarely happens in combat. He should allow for some uncertainty.

## Narrative or tabletop?

Warscale has two ways to simulate combat. The narrative approach requires the GM to describe everything happening around, while the tabletop approach uses miniatures to represent the heroes and monsters.

There is no good or bad approach to this. Combat is chaotic by definition so keeping track of everything is impossible and every approximation will never be precise anyway.

### Narrative

Narrative combat is used when the GM wants to keep things fast and allow for more dramatic outcomes. It depends on the GM histrionic abilities and his fair judgement of the situation.

If you decide narrative combat you still need to keep some logic for the combat. For example if a character throws a fireball or any other area spell then the GM should do a fair rule about how many targets the blast affects. It is not the same throwing a spell in an open field than in a closed environment like a maze or a sewer.

Using this option is faster as you only need to keep an initiative table and the character health status.

### Tabletop

Some players are very pragmatic about combat. They want to see where their opponents are positioned and the terrain features so they can plan for taking cover or hide from view.

In addition to an initiative table this method require tokens to represent your characters and your enemies, rulers to measure distances and some area shapes to have an idea of spell effects. Some sample area shapes are provided in the appendix of this book.

The first thing to consider is scale. In order to simplify the rules a scale of 1/100th is used so 1m becomes 1cm in the table. If your character moves 5m then you can easily measure 5cm with a measuring tape.

Common RPG and tabletop miniatures are normally 25mm height. This might be slightly larger than this scale but will suit the purpose.

A benefit of this rule is that it is fairly easy to find standardized engineering or art paper with centimetre (or millimetre) markings to use it as the base for your combat.

## Areas

Areas are used to limit sections of a terrain. Creatures occupy an area depending on their size and many spells and effects have specific shapes. When areas collide there are some interaction results.

Areas are useful when simulating battles as people get the idea locations where events are occur, however this is not a requisite for playing.

### Area origin

All areas define a position in the terrain. This point is known as the area origin and may be a fixed location in the terrain or, in some cases, an object.

### Area shapes

Areas start from the origin point. Once the origin is established, one of the following areas may be defined:

**Disc:** This area radiates outwards in all directions from the origin to a distance equal to a specified radius.

Disc areas are defined as: Disc(radius) with the radius in metres. For example, Disc(3) represents a Disc with radius 3m.

This shape is mostly used for explosions, auras or bursts of energy.

**Sector:** A sector is 1/8th portion of a disc. The sector is a pie shaped area starting in the location radiating to a distance equal to the specified radius but limited to a 45 degree angle aperture.

Sector areas are defined as Sector(radius). A sector with a wider aperture will be specified as 2 or more sectors. For example, 4sector(5) is a 4x45 = 180 degree sector with radius 5m.

This area is mostly used for flamethrowers and breath weapons and radiates away from the source to a specified direction.

**Circle:** A circle is the border of a disc. Every point in the circumference is at the same distance from the origin.

The circle also needs to define a depth less than the radius. This depth grows from the border *into* the disc so the external limit is always the radius.

The circle is defined as Circle(radius, depth). For example, Circle(3,1) is a circle with one meter depth. So there are two meters around the centre unaffected by this area.

This area is used for cages or walls protecting (or restricting) a character.

**Rectangle/Square:** A rectangle defines a quadrilateral which extends for a specified depth and width with the starting point at the centre of the rectangle.

The rectangle is specified as Rect(width, depth).

A square is defined as Square(side). The width and depth is the same

**Ray:** A ray is a line which extends away from the starting point in a specified direction to a distance specified by the length. A ray is defined as Ray(width, length). The length is the distance from the starting point where the ray ends.

This is equal to a rectangle where the depth is very large compared to the width.

This is mostly used for streams or lightning bolts.

### Creature size and area

Creatures occupy an area equal to a disc with radius of ¼ of the creature size (or diameter half the creature size). So a creature size 2 occupies an area of Disc(0.5) or 1m diameter.

## Environment

Your adventures will take you to different places so your characters will find themselves in different environments at different day time and facing foes on different sizes.

### Terrain types

The world has so many different terrain types. However some skills are tied to some specific type of terrains. There are 15 terrain types:

Table 6 – 3 : Terrain types

|  |  |
| --- | --- |
| Terrain Type | Magical Affinity |
| Ocean/Sea | Water |
| Lake | Water/Earth |
| Geyser (Geothermal) | Water/Fire |
| Tar pit | Water/Death |
| Swamp | Water/Life |
| Valley | Earth |
| Mountain | Earth/Fire |
| Badland/wasteland/tundra | Earth/Death |
| Forest | Earth/Life |
| Volcano | Fire |
| Desert | Fire/Life |
| Glacier | Fire/Death |
| Artic | Death |
| Bog | Death/Life |
| Rainforest | Life |

When a skill requires your character to pick a terrain type, one of those types should be selected.

Every terrain has an affinity to a magical element, which is particularly useful for magic users. You may read more about elements and magic in chapter 7.

### Lightning and visibility

Walking a forest during the day is completely different than doing it at night time with only the moon and stars lighting your way. These are some light conditions your character may find:

Table 6-4: Light conditions

|  |  |  |
| --- | --- | --- |
| Condition | Ranged Penalty | Skill Penalty |
| Ex Bright | 0 | 0 |
| Bright | 0 | 0 |
| Normal | -1/200m | 0 |
| Low light | -1/50m | 0 |
| Very low light | -1/5m | -5 |
| Dark | -1/m | -10 |

**Extremely Bright:** This is the light you receive at noon in a sunny day in an ice field. Some kind of shades must be used. Extended times (8 hours) under this light conditions with no protection may damage the character eyes and rendering himself temporarily blind for the next 24 hours.

**Bright:** This is the light you receive at noon in a sunny day. Best viewing conditions.

**Normal:** Light during the morning or afternoon in a clear daylight, or at noon in a cloudy day. Also, many lanterns or torches in a ball room at night will give this conditions.

**Low light:** Light during sunset. Similar to a torch or chandelier in a dark room or a cave.

**Very low light:** Single candle in a dark room. Moon light in a clear night.

**Dark:** No lights. A night without moon, or with moon but very clouded.

Those lightning conditions will penalize many skills that rely on vision.

**Ranged Penalty:** The cumulative penalty to attacks using ranged weapons over the first span. Read the *Ranged combat* rules for more detals.

**Skill Penalty:** Any skill attempt which relies on vision suffers this penalty.

#### Low light vision

Some creatures have the *Low light vision* power which allows them to use light more efficiently. For such races light conditions are considered one point up (i.e. Normal instead of low light) for each level of the power.

### Weather conditions

Some skill may be affected by wind, snow or rainfall. This is a simplified table for some weather conditions.

#### Air

Air is a movement of air from a zone of higher pressure to a zone of lower pressure. Air is measured in knots or nautical miles per hour (a nautical mile being 1.85 kilometres).

Depending on its strength wind can be categorized as:

|  |  |  |
| --- | --- | --- |
| Condition | Knots | Ranged Penalty |
| Calm | < 1 | 0 |
| Breeze | 1-27 | -1/20m |
| Gale | 28-55 | -2/20m |
| Storm | 56-63 | -3/20m |
| Hurricane/Tornado | 64+ | -4/20m |

**Calm:** No wind or just a minimal breeze.

**Breeze:** A breeze that may blow papers, cloth, banners. Ideal wind for sailing. Good for windmills.

**Gale:** Strong winds. Only experienced sailors may use this weather. Airmills are unlocked to avoid damage. Banners too long under this wind will start tearing apart.

**Storm:** Very strong winds. No sailing possible and only very experienced crews can survive these conditions. Death blow some rooftops.

**Hurricane/Tornado:** Death destroy anything on its path.

Airy conditions are particularly problematic with ranged weapon attacks.

*Note: For a more detailed table search for the Beaufort wind force scale.*

#### Rain

Rain is the precipitation of liquid water as droplets caused by condensation of atmospheric water vapour.

Rain is measured by millimetres of rain per hour. One millimetre of rain is the equivalent of one litre of water in one square meter.

|  |  |  |
| --- | --- | --- |
| Condition | Mm/hr | Ranged penalty |
| Light rain | 2 mm/hr | -1/20m |
| Moderate rain | 2 – 10 mm/hr | -2/20m |
| Heavy rain | 10 – 40 mm/hr | -3/20m |
| Violent rain | 40+ mm/hr | -4/20m |

Rains will also lower the lighting conditions by one level.

Light and moderate rains are good for crops. Heavy rains and violent rains can cause floods.

Earth can soak up to 2mm rain per hour. Anything over that will start accumulating and slide through slopes and crevasses. Rains and floods over 40mm will carry things and destroy everything on their path. The GM must judge the devastation of the rain.

## Encounters and actions

When the character wants to accomplish things he has to perform actions and actions take time. If there are multiple characters involved in the encounter and interested in the outcome of the action then it becomes necessary to keep track of time.

### Encounter

Whenever a character is faced with some situation where someone or something opposes the character progress then the game enters into encounter time. The encounter lasts until one side stands victorious, when the time returns to normal time.

#### Rounds

Encounters are measured in rounds. A round is roughly 6 seconds so there are 10 rounds in a minute.

#### Turn

Each round every character involved in the encounter gets a turn to execute as many actions as allowed by his action points (AP).

When it’s the player turn to act it is said he *gets the initiative*.

#### Action points

Action points are the currency characters have to execute actions during their turns. Each round the character gets a base number of APs plus a Modifier defined by his *AP Modifier* stat, so a higher Precision attribute means more APs which means more things your character can do each turn.

**APs/round = d20 + AP Modifier + Lightning reflexes**

*Note: The players may decide if they want to roll the d20 or just take 10 as their base APs for the round. Taking 10 secures a base number of APs but rolling a d20 may provide more actions. This is for the players and GM to decide.*

For a common human, 1AP is *about* (but not exactly) half a second.

#### Actions

One action is what a character can do. It is normally a movement or the use of a skill (attacking is also considered a skill).

A normal action for any creature of size M has a base cost of 6APs. Any normal action like unarmed attacks, jumping or dodging costs that number of base APs. Other actions like parrying or attacking will have additional costs on APs depending on the weapon used (check table 6-6). Some skills may extend for many rounds.

The following table lists the AP cost of some common actions characters usually perform in a round.

Table 6 – 6 : Action cost

|  |  |
| --- | --- |
| Action | AP Cost |
| Move (stroll, walk, run, sprint) | 1/step  /step |
| Enter attack range | 3+ |
| Talk | Special |
| Attack | 6 + Weapon |
| Unarmed Attack | 6 |
| Parry | 6 |
| Dodge | 6 |
| Fire ready shot | 1 |
| Draw weapon | 6 |
| Drop weapon/shield | 1 |
| Skill | Varies |

**Walk:** It takes 1 AP to walk 1 step, a step being half the character size in metres. Running and sprinting multiplies the distance covered in a single step. This is explained in the *Walking and running* rules ahead.

**Enter attack range:** If the character is trying to enter into attack range so that he can attack with his weapon when his opponent is using a longer weapon then he must use 3 APs to feint his move.

**Talk:** There are 6 seconds in a round so if a character wants to shout some commands to the members of the party (Dodge! Attack the guys in the left! Jump!) then compute the length of the command and consider 2APs per second. If your message is too complex and your interlocutor requires a more detailed explanation, the time to understand each other between players in real life is considered the time required for the action. In other words, if you are taking time to plan your battle while the battle is going on around you, then the GM may decide to use seconds or maybe full rounds from your action.

Small talk between the party members (or maybe between members of opposite bands) is completely free. You may tell a joke, make a smart remark or have a nice chat with the guy you are exchanging blows at no cost. Imagine any movie where the characters are talking about non relevant things in the middle of a gunfight; or maybe comic characters where they still have time to deliver a funny line while hanging mid-air.

**Attack:** This is the time it takes to attack with a weapon. Each weapon has a base action cost which is added to the base attack time (6 for a size 2 medium character).

**Parry:** You try to block an attack by using your weapon or shield.

**Dodge:** You try to move away from an attack instead of receiving the blow.

**Draw weapon:** Unsheath a sword, fetch your bow, unroll your whip. This is how long it takes to get your weapon ready in your hand. The weapon should have unrestricted access and be relatively free (not tied or buckled).

**Drop weapon/shield:** Open your hand and the item falls to the ground. The hand is free for new actions.

**Skill:** Some skills like disarming a trap, hacking a computer, picking a lock, picking a pocket, etc, can be used during an encounter. The time required to perform a skill is described under each skill description.

### Encounter actions

Each encounter has the following sequence.

#### Initiative

When an encounter starts, the GM requests all the players involved in the encounter to compute the APs for their characters. The players need to keep track of their character APs by using a marker, a d20 with the number of remaining APs facing up, using tokens, or any other mean available.

#### Round sequence

Once the initiative is set, the GM gives the initiative to the character with highest APs.

The character executes an action which may be a move or a skill (attacking is a skill). Note that it is only one, not both.

After the character has acted, he deducts the used APs from his pool and the GM gives the initiative to the next character with the highest APs. Note that if the other players have too low APs, the next character may just be the same character that just acted.

If two characters are tied in APs the one with higher Air attribute goes first. If the same value then roll a dice.

This sequence continues until no one else can act. Then a new round begins, the initiative is rolled again and AP tracking adjusted.

There may be two situations to consider:

1. If the character has any number of positive APs left from the last turn, those points are lost unless the character declares he is doing a long action.
2. If the character has a negative number of APs then those negative points are deducted from the APs for the new round. If the result after adding the next round APs is still negative the character can’t do anything, not even defend himself.

This round sequence is maintained until the encounter is finished.

#### Character turn

When the character gets the initiative:

1. Player declares what he wants to do.
2. Compute APs required for that action.
3. If his APs are enough to pay for the action he executes the action and the points are deducted from his APs.
4. If his remaining APs are not enough to pay for the action, then he may “borrow” APs from the next round.
5. If his APs are negative, he can’t do anything, not even defend himself and he has to pass the initiative.
6. If his APs are 0 he has to pass the initiative but he still can request a defense action if necessary.

A character may borrow a maximum of 10 APs from the next turn. If the action takes longer then he must declare a long action.

The character is allowed to end his turn with some APs remaining in his pool. This is good as it allows the character to defend himself in case he is attacked, however if the round finishes and the character still has positive APs then those APs will be lost at the beginning of the next round unless he has declared a long action.

If the character is attacked and still has 0 or more APs left, he may roll a defense check, parry or dodge (even when his opponent has the initiative). The AP cost of the defense action is deducted from the character remaining APs even if this takes the initiative to a negative value. Once the APs are negative the character can’t do defense actions. A defense roll is always optional so the player may decide not to roll one.

For example, Bernard the Dwarf is fighting an Orc. Bernard has 18APs and the Orc has 10APs. Bernard has the initiative so he decides to attack Bernard with his Axe which costs 9 APs. The Orc dodges the attack which costs 6 APs. After the attack Bernard still has 10 APs and the Orc has 4 AP.

Bernard then decides to attack the Orc again but the GM decides the Orc will take the hit so he won’t roll a defense check and take the damage. Bernard now has 4 APs but Bernard is down to 0. Bernard has to pass the turn to the Orc.

During the Orc turn, he attacks Bernard with his mace which costs 9 APs taking his APs down to -5. Bernard is in 0 APs so he decides to take a dodge roll. This takes his APs down to -6.

Now, as no character can act, the round ends and a new round starts.

#### Long actions

Sometimes an action may take a long time to execute. In that case the character just declares his action for the next rounds and waits until he has accumulated enough APs to execute the action.

Long actions also include tasks where the character needs to work for some time in order to complete the task.

For example, disabling a trap takes 1 APs per quality level. So in order to open a lock with quality 30 a thief requires 30APs. After he accumulates at least 30APs he may roll his *Open Locks* skill. If he succeeds the lock is opened but if he fails he needs to gather another 30APs.

The character is considered to be concentrating on his desired action and can’t do anything else but talk. This means he may require someone to protect him during a battle.

The character may cancel his action at any time but he loses all his accumulated APs from previous rounds. He may still use the APs from the current round.

#### Breaking actions

If a character has declared a long action he can decide to break it at any time. He must discard all his accumulated APs and keep a number of APs equal to the current highest character for the round.

So, for example, if a character had 20 APs accumulated and adds 12 in this turn for a total of 32. If he wants to cancel his current action then he asks for the highest player APs and uses that number.

#### Waiting

The character may decide to lose any number of APs from his pool voluntarily. He has to declare how many APs he wants to lose then delete the APs from his pool.

This is done so that the character waits another character to act before he does.

The character can’t take the AP total to less than 0 by waiting.

#### Ready actions

If the character still has APs remaining, he may declare a ready action. Declaring a ready action ends the character turn.

Declaring a ready action means to wait for some event instead of acting. He must specify the event he is waiting for.

For example:

“If the wizard starts casting then I will shoot him”

“I wait behind the door and hit anyone coming out”

“If he tries to run I will hit him”

If the event happens, then the character can act before the event occurs.

It is not required for the event to be too specific, but at least described in a way that constraints the character to a course of action.

If none of the events he specified happened before his next turn and he still has positive APs at the end of the round then the APs are lost as normal rules.

Only one action can be readied, but a character with the *Lightning reflexes* perk can specify more events to react to during the same round.

The character may break his ready action at any time, but he gets the number of APs of the highest player ar that moment.

The character is always allowed to do a parry or dodge defense check instead of his ready action. If after the parry or dodge the character still has positive APs then he might continue waiting for the ready action conditions.

For example, Bernard the dwarf has overpowered Orc his opponent which is disarmed and on his knees. On his round he has 18 APs so he declares that he keeps an eye on the prisoner and if the prisoner tries to escape he will attack him with his axe.

Suddenly another orc comes from one side and attacks Bernard. Bernard decides to parry the attack which uses 8 APs, so he still has 10 APs left. The prisoner Orc sees Bernard occupied so he decides to make a run. But Bernard still has positive APs so the conditions of his ready action are met and he attacks and fells the orc with a mighty swing of his axe. The attack costs 9 APs so he still has 1 AP left to defends himself from the new orc opponent.

#### Ready shot

Bows and crossbows (and pistols) can be loaded and prepared with time so the character only has to release the arrow or press the trigger to execute an attack. Releasing a readied bow or crossbow requires 1 AP if it is kept pointing ahead. If the weapon is being kept pointing to a side (to avoid an accident in case of a misfire) the AP cost for pointing and firing the weapon is 6.

Keeping a bow ready is a heavy action so it can be kept for a number of periods in minutes equal to the character *Stamina* stat. Each minute counts as one activity period.

Crossbows or pistols are mechanical contraptions with mechanical locks so they won’t spend the character activity periods.

Crossbows and flint (old style) pistols can be loaded any time and will stay loaded while the user keeps a relatively light activity (walk, jog). However any strenuous activity that shakes the crossbow or pistol (running, jumping, swimming, fighting) will unload the missile.

A modern weapon has a higher security and can be kept loaded and ready for longer periods, even resisting heavy action.

#### Surprise round

Sometimes the characters may be positioned in such way that they may act before the opposing side reacts (i.e. a thief hidden in shadows attacking an unsuspecting guard). In that case the side with the advantage adds an additional +10 APs (or +d20) to the initiative table for the first round of the encounter only.

In addition, during the first round, the surprised side can’t use any defense type.

#### Size dependent action (Advanced)

The size of the creature affects his base action time. The base number of APs required to execute an action is listed in the table 2-7 under *Size APs*.

A medium character uses 6APs to do an action. Larger or smaller character will take more or less time. In any action calculation replace the 6 base APs for the proper value for the creature size.

For example, a medium - size 2 - creature attack costs 6 + Weapon AP. A *Huge* creature attack has an AP cost of 10 + Weapon AP. So, if using a weapon with +3 AP per hit, the medium creature will use 9APs on each attack while the huge creature will use 13APs on each attack.

### Stamina and activity periods (Advanced)

Adventurers are a strong breed. They are stronger, faster and more resistant than mere humans, but even adventurers tire and have to rest from time to time.

A character can remain active for a number of periods depending on his Stamina stat (check table 2-2).

The length of a period depends on the activity type they are performing.

|  |  |  |
| --- | --- | --- |
| Level | Period | Example |
| Light | 1 hour | Strolling,studying, lying in bed. Light load. |
| Medium | 10 mins | Walking, swimming, sports. Light load. |
| Heavy | 1 min | Running, attack, spellcasting. Light load. |
| Power | 1 second | Sprinting on any movement type. Light load.. |

**Light:** This is a normal day to day activity level and includes any activity that won’t put pressure on the character’s body at all. The period duration for this activity is one hour.

**Medium:** This activity level requires little from the character’s body. The period duration for this activity is ten minutes.

**Heavy:** This kind of activity is demanding and will tire you after some minutes. The period duration for this activity is one minute.

**Power:** This kind of activity is extremely demanding for your body and will tire you quickly. The period duration for this activity is one second.

The total of activity ‘periods’ accumulate regardless of the activity. For example a character with constitution 5 has 25 Activity periods so he may stroll for 25 hours, walk for 25x10 = 250 minutes, run for 25 minutes or sprint for 25 seconds. Alternatively he might walk for 100 minutes (10 periods) then run for 10 minutes (10 periods) then sprint for 5 seconds (5 periods). The total combination of periods is still 25.

Once the character has spent all his activity time he must rest. His body will shut down (cramps, irresponsive limbs). If swimming he will drown. If fighting he will collapse and be unable to protect himself.

The character may be forced (or he might force himself) to keep moving after his activity periods are used up but for each additional period he will suffer 1 point of damage. Basically the character may die from exhaustion.

#### Additional weight

The categories above assume the character is under Weapon or Light weight load. For each weight category above light that the character is carrying, the activity becomes one step higher.

For example, a character under heavy load is two load categories over light load. This means the activities for the character are considered two stress categories higher. So a character walking while carrying a heavy load is considered to be under heavy activity. A character walking under heavy load is considered to be under stressful activity. A character can’t run or sprint under heavy load.

#### Second air

In the middle of a encounter, if a character can take a full round quietly and doing nothing (no attack, no defense, not receiving damage) he recovers a number of stamina points equal to his Life attribute. The character can do this only once per encounter.

#### Resting

Regardless of the character constitution, he needs 6 hour sleep or 12 hour quiet time (not walking) to fully recover his Stamina. Resting time is reduced by 10 minutes per Life point if sleeping or 20minutes per Life point if quiet.

A character may go without sleep for a number of days equal to his Willpower. However, for each day without sleep his stamina is reduced by five points. After that, if forced to stay awake the character will keep losing stamina at the same rate and suffer one point of mental damage every day. The character won’t recover stamina until he sleeps.

### Movement

The character Precision and size determines how fast he moves. There are three types of movement: walking, swimming and flying. Humanoids base movement is walking.

#### Movement AP cost

Movement is measured in steps. It takes 1APs for a creature to move a single step regardless the creature size. The length of a step is defined in table 2-7.

For a medium sized character a single step is 1 metre while for a gargantuan character a single step is 8 metre. This means that a gargantuan creature will cover 8 times the distance than a medium creature on a single step.

Walking uses a strong energetic pace for someone who knows where he is going and wants to get there quick. This is a movement type for adventurers and is the primary movement means in a battle.

Run is a quick movement which allows moving at twice the walk speed. This can be used in combat for charging an opponent. Running will double the distance covered with the same number of steps. So a running human will cover 2 metres per AP while a running gargantuan creature will cover (2x8) 16 metres per AP.

The following is the base movement cost table.

|  |  |
| --- | --- |
| Movement | Distance/AP |
| Walk | 1m |
| Run | 2m |
| Sprint | 4m |

This is a table for a size 2, medium creature (humanoid) with a step size of 1. You can multiply those base values depending on other creature step size. Fur example a large creature size 4 has a step size 2. So multiply the entries by 2.

Any partial distance is rounded up. So for example, if the human (medium) character is moving 3.5 metres then the distance is rounded up to 4 metres so it uses 4 APs walking or 2 APs running.

If you are using a board based combat (and keep the suggested 1/100th scale), just use a ruler and measure the distance moved. The number of centimetres moved (round up) is the number of APs used.

#### Sprinting

Sprinting allows speeds up to 4 times the walk speed (or twice the run speed). This movement is used when pure speed is needed but requires long straight areas of at least 20m. With this movement you are only focused to reach a destination and not protecting yourself in any way so it is not suitable for combat.

#### Walk into attack range (Advanced)

If the character has a shorter weapon than his opponent and would like to close into the weapon reach, then he must feint his movement. This feint costs 3 APs in addition to any other movement costs.

For example, a character with a dagger (reach 0) wants to close to an opponent with a sword (reach 1). They are separated by 1m. So he needs to pay 3 AP for the feint plus 1 AP for the move.

The move APs are deducted from the initiative table before the attack. It is completely possible that after the move, the opponent is ahead in the initiative table and may attack first.

Once the distance has been closed then it is maintained unless someone disengages.

#### Walk out of attack range (Advanced)

Walking out of attack range requires the character to pay 3 APs in addition to other movement costs. The 3 APs are paid first so the opponent might just have the initiative and get an attack before the disengage.

The attack, if any, won’t stop the move even if successful.

#### Swimming

Characters can swim depending on their *Swim* perk level (read the *Swim* perk).

Human characters untrained in swimming are considered to have a *Swim* level of 0. This allows a character to stay afloat and swim doggy style only carrying up to their Weapon weight category.

Every weight category over Weapon grants a -1 penalty on the character swimming skill for the purposes of speed. So if the character is loaded with objects up to the Light weight level then it is considered to have a -1 penalty in his swim category. Check table 2-1 for more weight categories. This penalty is due to the poor hydrodynamics of the objects being carried.

In addition, swimming is considered a medium stress activity so weight categories over light increase the stress level of the activity and will quickly tire the character regardless of his swimming skill.

### Combat actions

Regardless of the type, melee or ranged, combat is resolved in three steps.

**Attack:** The attacking character rolls his appropriate weapon or martial arts skill. The weapon he uses is considered his tool so the weapon quality adds to his attack skill.

**Defense:** The defending character selects and rolls a defense type (if he can). He can do this even if out of turn but he needs to have the required number of APs. This becomes the DR to beat so the attack succeeds if the attack result is greater or equal than the defense DR.

**Damage:** If the attack is successful then the damage is computed. Fire, weapon quality and the attack skill result Modifier (as per the skill resolution table) is added. Armor or any other appropriate protections are subtracted. The remaining total (if any) is dealt as damage. Damage is described in the *Damage* section of this chapter.

Attacks of any type, parry and dodge actions are considered heavy actions for stamina purposes.

### Melee combat

Melee combat occurs when a character wants to hit an opponent by using a close combat melee weapon like a sword, axe, spear or other.

The attacker uses his appropriate *Melee weapon* skill to resolve his hit attempt. The target uses his *Gymnastics* skill to avoid being hit or his *Weapon* skill to parry the attack.

All weapon skill ranks assume the weapon material or any other bonus have been added to the final rank.

#### Melee combat in a nutshell

Melee combat is just another skill check where the weapon skill of the attacker is opposed by the the defender defence skill.

**Attack result = Attack skill – Defense skill**

If the attack succeeds the damage is computed as:

**Damage = Weapon damage + Attack result**

**- Armor soak**

There are variations on which attack and defense skills to use but in general this is it.

#### Melee weapon attack

Whenever a character decides to attack using a melee weapon, he uses his skill rank:

**Attack = Weapon skill rank**

For example, Belgar has a *Melee weapon (Axe)* skill rank of 10 (skill level 5, Precision +3, steel axe +2) then his total attack is 10 so he rolls a d10.

For a medium creature, an attack uses 6 APs plus the APs required for the weapon.

The attacker may voluntarily reduce his strength bonuses during the attack to reduce his total attack rank in order to deal less damage.

#### Parry

The defending character may decide to actively stop an attack by using his weapon or shield. His parry value is defined as:

**Parry = Weapon skill rank**

The material Modifier should be included in the defense value.

For a medium creature a parry attempt costs 6 APs.

#### Dodge

The defending character may decide to actively evade an attack by dodging. Dodging involves evasive manoeuvres to stay out of the way of the attacker.

**Dodge = Acrobatics skill rank + Armour Pty + 6**

Armour movement penalties affect the dodge attempt.

Dodge relies on there being enough space to move freely in any direction so it can be less effective in tight spaces. For each nearby obstacle preventing free movement, dodge receives a penalty of 1. An obstacle may be a wall, a tree, another character or creature which is located just next to the character.

For a medium character, a dodge action costs 6 APs.

As a result of jumping or flexing around, the defender may move one metre in any direction. This is a free movement regardless of the success of the dodge action. If the dodge result is less than 6 the character trips and falls to the ground in an embarrassing way and is prone.

#### Minimal defence action

Sometimes, a character may be unable to actively defend himself (maybe he is unaware of the attack or maybe he has no APs left). Even in this situation the character is allowed a minimal dodge action.

**Minimal defence = Armour Pty + 6**

This value represents the minimal awareness of a conscious character trying to react for his life.

The minimal defense can’t be used If the character is held, sleeping, unconscious, restrained or unable to move and avoid the blow in any way.

#### Parry or dodge?

Parry means the character stops an incoming attack by using his weapon or shield.

Dodge means the character moves out of the way so he is no longer there when the blow falls.

The decision about parrying or dodging an attack depends on the situation. The character won’t be able to parry some attacks so he should just jump aside. For example, if someone is rolling huge boulders down a slope in order to crush the character, an attempt to parry would be pointless as the rock will still crush the character so a dodge would be the best action.

The same applies for attacks from larger creatures. If a colossal dragon decides step on the character it is just meaningless trying to parry the blow.

#### Unarmed attack

Unarmed combat occurs when the character is attacking with his bare hands/feet or any glove or footwear like boxing gloves, boots, knuckles or gauntlets.

The attack is similar to an armed attack but the main skill used is Melee.

**Unarmed Attack = Melee skill rank**

An unarmed attack uses 6 Aps when punching and 7 AP when kicking.

Some weapons like knuckles or gloves may be used in unarmed combat and material bonuses can be added to the rank. Also if a weapon like a sword has a hilt, the character can use it as knuckles.

### Ranged combat

Ranged combat occurs any time the character wants to hit an opponent who is at a distance by using some projectile or spell.

#### Ranged weapon attack

Rules for ranged combat are similar to rules for melee combat except the missile attack Modifier, material and speed are used.

**Ranged Attack = Weapon skill rank**

**+ Missile attack**

**+ Missile material Modifier**

The weapon material and quality is not considered in the attack, however, the weapon will provide the power and range, reducing any penalties that may affect the attack. For example a crossbow will have a greater reach than a bow, reducing distance penalties.

If the ranged weapon is also the missile (a throwing spear, throwing knifes, etc) the formula is not affected.

If the character is trying to throw a weapon or object *he is not experienced with*, then Accuracy skill is used instead of the Weapon skill. Note that even if the character may be extremely skilled in a melee weapon (i.e. a mace), throwing the weapon as a ranged attack is not something he is skilled with so it is considered a hurled attack.

If the weapon in thrown, the attacker may voluntarily reduce his strength bonuses during the attack to reduce his total attack rank in order to deal less damage.

#### Parry and dodge missiles

Missiles are fast. A common character just won’t have the speed required to react to a missile. Characters need to actively take cover behind shields, walls, trees or just try running in the hope it makes for a harder target.

It is suggested that only characters with the Lightning reflexes perk are allowed dodge attempts against missiles but the GM may allow anybody to try.

A missile parry or dodge is like a normal parry or dodge attempt except the *Lightning reflexes* perk level is added.

The DR to beat is the missile speed in table 6-5.

**Parry missile = Weapon skill rank**

**+ Weapon defense**

**+ Weapon material Modifier**

**+ Lightning reflexes**

**Dodge missile = Acrobatics skill rank + 6**

**+ Lightning reflexes**

The minimal defense action can also be applied to ranged attacks.

#### Catch missiles

The character may try and catch or deflect a missile from the air with his bare hands. In this case the character uses his Melee skill and the missile speed penalty.

The DR to beat is the missile speed in table 6-5.

**Catch missile = Melee skill rank**

**+ Lightning reflexes**

Catching or deflecting a missile from the air must be declared as a ready action. The AP cost is the same as an unarmed attack (6 APs).

Only one attempt is allowed per missile. If the attempt to catch a missile fails then the character is hit by the missile.

#### Hit missiles

The character can attempt to actively hit a missile with another missile mid-air. This is a prepared action and is considered an attack so it must be declared with time and the character must have enough APs for the attack.

The DR to beat is the missile speed in table 6-5.

**Hit missile = Weapon skill rank**

**+ Missile attack**

**+ Missile material Modifier**

**+ Lightning reflexes -10**

This action carries a -10 penalty due to the size and speed of the target.

The missile used to attack the other missile must be the approximately the same size and mass as the target missile. (i.e. You can’t deflect a cannonball with a bullet or an arrow.)

Only one attempt is allowed from the same character per missile. If an attempt to hit a missile succeeds the missile is deflected and falls off target.

Magical missiles from spells are insubstantial and can’t be hit.

#### Ranged weapon attack penalties

Each ranged weapon has a base range. The character may shoot any target within this base range with no penalties; this is called a point blank shot.

For each increment range **above** the base range, the attacker receives a -1 penalty to his attack value. For example, if the weapon has a 10m base range and the target is 35m away, the attacker receives -3 penalty (0 for the first 10m, -1 up to 20m, -2 up to 30m, -3 up to 40m).

Light also affects the ranged attack. The attacker receives a -1 penalty for every 50m to the target over the first 50m in a low light environment; for every 5m over the first 5m in a very low light environment; or for every 1m over the first 1m in a dark environment. For example, in a completely dark room you get a -3 penalty to hit a target 4m away (0 for the first metre, -1 for the second metre, -2 for the third metre and -3 for the fourth metre).

The wind condition also affects physical missiles (not magical ones). For each wind level over calm the attacker receives a -1 per every range increment over the base range.

For example, in a gale (-2 over calm), firing an arrow to a target 60m away using a hunter bow means a -2 penalty (0 for the first 30m, -2 up to 60m).

A moving target also penalizes the shot. The attacker gets a -1 penalty for every 5 meters the target has moved since its last turn.

Example: Robin the Green is attacking a soldier standing at the top of a tower 200m away. The soldier has a Cow Hard leather armor (2) and is standing motionless. The sun is setting, and there is a breeze.

Robin has a Weapon (Bow) skill rank of 15. He has a Composite Walnut Long bow which extend its range by 50%. Walnut provides an extra 5x10 = 50 metres to the base range of the bow for a total of (50+50) \* 1.5 = 150m. His armor piercing arrows (+5 attack) are made of steel (+2 material Modifier), providing a +7 Modifier to the attack.

The tower is 200m away. As his quality bow has 150m base range he receives a -1 penalty to the shot due to the distance.

The soldier is standing motionless so no penalties for movement are considered.

The sun is setting so there is low light which makes for a -3 penalty.

The GM also rules there is a breeze which, due to the distance, makes for another -1 penalty.

So, the total attack is: 15 (Bow) +7 (Arrows) = 22. The attack penalties are: -1 (Distance) -3 (Low Light) -1 (Breeze) = -5. This takes Robin total attack to 22 – 5 = 17. He rolls a d10 + d6 (d7 if the dice is available) and gets a 12.

The soldier is not aware of the attack so the GM allows a default defense dodge of 6. He rolls a d6 and gets a 3. The arrow hits and deals 12-3 = 9 points of damage. Two points are soaked by the leather armor but the remaining 7 are enough to take down the scout.

This example is probably as complicated as a ranged attack may get. During a normal fight all the action will normally occur in a close area with no air conditions and adequate visibility so penalties for distance, wind or light may be completely ignored.

#### Targetting

The character can spend APs in order to increase his accuracy. For each 4 APs spent he gains a +1 to his ranged attack rank. The maximum Modifier which can be gained in this way is +2 (8 APs).

## Damage

Once you have defined if the attack was successful, then damage must be computed. As the character accrues damage his health is reduced. When his health reaches 0 the character is dying (read *Character status*).

Damage can be categorized by element: Weapon and physical (Earth), Acid and Combustion (Fire), Light and Electrical (Air), Drain and Poison (Death), Venom (Life) and Psychic and Stun (Water).

### Acid damage (Fire)

Acid damage follows the rules of combustion damage except it is always considered continual damage until the acid is neutralized and stops burning.

Armor which loses all protection bonuses will just fall in pieces.

If the acid is in vaporous form, like a cloud, it won’t damage the skin or equipment but it will burn the lungs or eyes of the target. Armor provides no protection against it, however a closed helmet will provide a couple rounds of protection at the GM discretion.

### Combustion damage (Fire)

Fire damage can be caused by an intense source of heat like a burning house, volcano lava, or some spells. There can be two types of damage, explosions and continual damage.

Fire damage cannot be soaked by the Earth attribute. Armor can soak normally but it will suffer damage and break apart.

#### Explosions

Fire explosions are sudden bursts of fire that destroy everything in an area like fireballs or fire bolts which act for an instant and disappear.

Armor can soak explosion damage but with each explosion the armor permanently loses one point of protection until it is destroyed.

#### Continual fire damage

Continual fire damage occurs when an area is on fire, like a burning house. Any character entering the area will suffer fire damage depending on the intensity of the fire.

Armor will protect against continual fire damage for a while allowing a normal soak but will get damaged and lose one point of protection per round spent inside the fire.

If the armor loses all the protection due to continuous fire, it ignites and starts dealing damage at a rate of 1 point of damage per round (in addition of any other surrounding damage). Drenching the armor in water will stop the burn damage but at that point armor will probably be destroyed.

### Drain damage (Death)

Drain damage occurs when the life force is sucked out of a living creature. The character armor and Earth attribute won’t protect the character against drain but the character can soak the damage using his Death attribute. It is basically a contest of willpower between the attacker and the defender.

Even when the drain is a contest of willpower, the damage is very much physical and can wipe health or even attributes depending on the specific attack.

#### Drain power

Some powerful creatures, like vampires or succubi, have a drain power. The creature is usually required to touch his target by using a melee attack or maybe enchanting and tricking them into accepting caress and comfort.

Regardless on how it is executed, the attack has a drain level which is equivalent to the damage. The opponent can soak the damage using his Death attribute.

#### Haunted places

Haunted places are not common in nature but may exist. Places where terrible things have occurred are charged with a negative aura that sucks the life from the earth and prevents plants from growing and plants already in the area wither, blacken and die. Only fungus or lichen may grow if anything. People feel gloom and sorrow in the area, and will be most comfortable leaving it, but they won’t be otherwise affected.

From all this cursed places, only a few where the most abhorrent acts have been committed can produce anything near a Death energy level that may affect a large living being. Animals or creatures of low intelligence stay clear of such places and won’t come nearby unless forced, and even then they will try to flee at the first opportunity.

The GM must provide a Death attribute to such accursed location like it is a living entity with its own willpower. This place will drain energy depending on its Death level, dealing one point of damage per Death point to each hour to any person staying on the area. Characters can soak the damage using their Death attribute.

Even if the place does not immediately consume the person life it will cause some degree of discomfort. Every week, a person living in such place will lose one point of Earth, Water or Death for every point of Death charge permeating the house. The player decides how to reduce the abilities. Attribute damage is considered a temporary damage that can be healed with complete rest one point per week.

A character may try and clean a negatively charged place (exorcize) by doing a Religion skill check. The result of the check should provide a skill result Modifier greater or equal than the Death charge level. If the check fails the next attempt by the same individual is done with a cumulative -5 penalty.

For example, to exorcize a house with a Death charge of 4 a character should make a Religion check with a result over 30 which provides a 5 Modifier.

### Electrical damage (Air)

Electrical damage is caused by electrically charged particles in an air. Any person entering the area will act as a discharge point for the particles.

Electrical damage can be soaked by the Earth attribute.

Non-metallic armor grants protection against electrical damage but it depends if the armor is covering the point of contact. For example, if the character touches an electrically charged object with his bare hands he will receive no bonuses even if he is using a full leather body armor. However, he will receive bonuses if he uses leather gauntlets to touch the object even if he is otherwise naked.

Metal armor grants no protection against electrical damage. In addition, any metallic armor still suffers one point of damage per discharge.

In addition to the health damage, the character also receives stun damage in the same amount (read *Stun damage*).

### Light damage (Air)

Some creatures (like undead), may be extremely sensitive to light damage. Whenever exposed to a light source, they suffer Fire damage each round, using the same rules as combustion damage.

The damage cannot be soaked by Earth attribute.

Armor will protect only if the character is totally covered.

The total damage depends on the light intensity plus the character *Light sensitivity*.

### Physical damage (Earth)

Physical (Earth) damage is the damage dealt by physical objects like weapons, rocks, chairs, fangs, claws, etc. This is the most common damage players will face.

Physical damage is categorized as:

**Blunt:** Damage dealt by concussive objects or weapons like clubs, maces, hands, falling rocks. This type of damage bruises the flesh and break bones.

**Piercing:** This is damage dealt by pikes, bites, arrows, bolts. This penetrates the skin in a single point with significant force reaching internal organs.

**Slash:** Slashing damage is caused by edged weapons, claws, fangs. This damage cuts through tissue and muscle.

#### Weapon damage

Weapon damage (melee or ranged) is computed as:

**Weapon Damage = Attack result - Defense result**

Some weapons allow for multiple types of damage. You may pick the damage you want to deal and announce it.

#### Unarmed damage

The damage from an unarmed attack is computed exactly as weapon damage but when fighting unarmed the character can lower the amount of damage he inflicts all way down to 0.

When padded gloves or shoes are used, half of any unarmed damage is considered lethal damage and the other half is considered non-lethal damage. If damage is willingly reduced by the attacker then the lethal portion of the damage is reduced first. If damage is soaked the lethal portion is reduced first.

For example if a boxer is dealing 10 points of damage, 5 points are considered lethal and the other 5 are temporary. If the boxer decides to reduce the damage to 7 instead of 10 then only 2 points are lethal damage while 5 points are temporary damage.

#### Lethal and non-lethal damage

Basically all weapons are designed to deal lethal damage. Lethal damage requires longer periods of healing (read Healing ahead).

However, some weapons are designed to reduce the damage and deal non-lethal damage. This is the case of boxing gloves or some police weapons.

Non-lethal weapons deal half their damage as lethal and the other half as non-lethal. So, a non-lethal weapon may be easier on the target but it still can kill.

Non-lethal damage is easier on the target. The damage is still counted the same way as lethal damage and can disable an opponent when he gets to 0 points of health, but the non-lethal damage goes away (or heals) at a rate of 1 point per minute. So a knocked out character may recover relatively quickly.

### Poison damage (Death)

Poison damage follows the same rules as Venom damage (read below). The difference is that while venoms are produced by living organisms, poisons are manufactured, distilled and refined for specific purposes.

While venoms are natural and always leave the character body given enough time, poisons can be designed to remain in the body (i.e. heavy metals like mercury or lead) so the effects are cumulative. The character can’t naturally eliminate those poisons and only a *Healing* skill check can help removing the toxins.

Not every poison is designed to kill and some may just incapacitate without killing. Some poisons are weakening, some can cause a deep slumber, some can even heal if used as medicine.

|  |  |  |
| --- | --- | --- |
| Level | Dose | Example |
| 1 | 1 litre | Beer, draught |
| 1 | 500ml | Wine, mead |
| 1 | 200ml | Rum, spirits, firewater |
| 1 | 20mg | Arsenic |

### Psychic damage (Water)

This damage affects the brain, impairing the cognitive and motor skills. There is no natural source for this type of damage, any damage of this type will be caused by spells or some power.

The spell will define the attribute it is affecting. The character can soak the damage using the affected attribute. If the character is doing nothing else but concentrating to prevent the damage he may add his Death as well.

**Psychic soak = Affected attribute + Death**

The soaked points directly reduces the effect of the spell with each soaked point reducing one effect level. It has no effect in other spell attributes like area or range. For more information on spells read the *Chapter 7*.

### Stun damage (Water)

Stun damage startles the target, confusing his mind and forcing him to lose valuable seconds. For each stun damage point the character loses 3 APs. This may take his AP total to a negative number.

If the character has a negative number of APs at the beginning of his round he must “pay” for the negative APs first with the APs he receives for the round.

### Venom damage (Life)

Venoms are substances that can disrupt the chemical processes of affected organisms.

Many creatures, animals and plants, just secrete venoms. They can be extracted and used as medicine or, most commonly, for darker purposes.

Each poison has a severity level. For every dose of poison in the organism, he will suffer 1 point of damage per poison level every hour. This damage can be soaked by the character constitution only.

|  |  |  |
| --- | --- | --- |
| Level | Dose | Example |
| 1 | 0.01mg | Black widow (0.03mg/bite, lvl 3) |
| 1 | 0.3mg | Funnel web spider (1.8mg/bite, lvl 6) |
| 1 | 10mg | Death adder (100mg/bite, lvl 10) |
| 1 | 20mg | Copperhead (60mg/bite, lvl 3) |
| 1 | 15mg | Rattlesnake (90mg/bite, lvl 6) |
| 1 | 5mg | Black mamba (90mg/bite, lvl 18) |
| 1 | 10mg | Black cobra (300mg/bite, lvl 30) |
| 1 | 10mg | King cobra (400mg/bite, lvl 40) |

**Dose:** The amount of venom required to reach the indicated level of toxicity. Higher dose increase the toxicity level accordingly. Some species are very venomous not by toxicity but by the sheer amount of venom injected in the target organism. A single bite from a poisonous snake will kill the target in a matter of hours.

For example, a Black mamba injects an average of 90mg of venom per bite. One dose is 5mg so the total levels of venom injected is 90/5=18.

Venoms do not kill immediately as they require some time to set, but the target will quickly become incapacitated. The character receives a penalty of -1 in every action or skill check per toxicity level in his organism starting one minute after being injected.

In the previous example, the character has 18 levels of venom so he will receive a -18 penalty on every action starting on the second minute. After one hour has passed the character receives 18 points of damage which can be soaked by the character constitution. If the character has a constitution 5 he will receive 18-5 = 13 points of damage each hour.

Poisons will degrade and slowly leave the organism. After the first 24 hours the body will degrade a number of venom levels per hour equal to the character Life. Penalties on actions will be maintained accordingly to the remaining poison level.

The *Healing* skill can be used to reduce the severity of the venom damage.

**Advanced:** Venoms may just be debilitating, they won’t deal any damage each hour but will maintain the penalty to all actions for their duration in the organism.

**Advanced:** Some venoms, even if not lethal, may have nasty consequences. Tissue in the area of the bite may become necrotic leading to the loss of the limb.

**Advanced:** Venoms are natural toxins. Even if they can be extremely dangerous, given enough time and repeated doses the body learns to generate antibodies making the character resistance to that specific venom. In game terms this means that every time the character survives the venom and completely flushes it from his body, he develops a natural resistance to 1 dose (cumulative) for that specific venom. For example, a character with resistance 1 to copperhead venom is immune to the first 10mg of poison so if bitten by a copperhead and injected with 60mg, he is affected as by 50mg only.

This natural resistance is different to the *Damage resistance(Venom)* perk in that the character is resistant to one single type of animal venom only while the perk grants resistance to all kind of venoms.

### Soaking damage

A character suffering physical damage can soak it using his armor:

**Damage Soak = Armor soak + Earth soak stat**

Any physical damage dealt by a physical attack is reduced by this amount. Any damage left after soaking is subtracted from the target current health.

#### Missile Cover

Missiles are fast and deadly. The best way to prevent damage is to take cover behind shields, walls, trees or anything that covers the character.

The cover will absorb part of the missile damage. For each 1cm of cover, it will absorb as much damage as the cover material quality Modifier.

### Area damage

Some spells and weapons deal area damage. The damage in the area may be in effect for an instant (an explosion) or may be ongoing damage (a house on fire).

Explosions affect each character in the area in the moment of the attack. All the characters and objects inside the area are affected unless otherwise noted by the effect description.

Ongoing damage does affect the characters and objects that start, cross or end their movement inside the affected area. A character entering and leaving the area multiple times during a single turn will be dealt damage only once from that source of damage for that turn.

#### Drowning/Asphixia damage (Advanced)

A creature which requires any form of breathing will be affected if not in his natural environment. A creature may hold his breath for one minute plus as many rounds as his Life attribute. The *Hold breath* allows for additional rounds.

After the allowed time finishes, the character will lose one point of Life per round. If his Life attribute reaches 0 the character dies.

### Damage effects (Optional)

If the character health is less than half of the character maximum, he gets a -1 penalty to all his actions and skill checks.

If the character health is less than a quarter of the character maximum, he gets a -3 penalty to all his actions and skill checks.

If the character has only one health remaining he receives a -5 penalty to all his actions and skill checks.

If the character health is 0 the character has a -10 penalty to all his actions and skill checks and any strenuous action like attacking or running will deal 1 point of damage.

If the character health is less than 0 the character falls to the ground and is dying.

## Healing

After some adventuring, there is a high chance the character will suffer some kind of damage. In order to heal that damage characters must rest.

Every week, the character heals a number of points equal to his Life attribute, but to do so, the character must keep quiet for the full week. *That means bandages, bed, nice food and no adventuring for you sir!*

### Partial healing

The character may rest less than one week but he will gain a number of hit points relative to the portion of the week he has rested rounded down. For example, a character with Life 7 recovers 7 hit points per week, then he might decide to rest for two days only and heal just 2 points of damage.

However, during those 2 days, the character must rest and take it very easy.

### Shorter healing periods

The *Healing* skill, *Medicine* perk and *Fast healing* power allows the character to severely increase his healing rate. In some cases the character may be able to heal thousands of points per week which translates into some health points being healed every hour, or even every minute.

Even if the healing rate is relatively short, the character must spend that time doing nothing. For example if the character heals 6 health points each hour, he might decide to rest 30 minutes and heal 3 health points, but he must stay very quiet and do nothing during that time.

### APs healing periods

Some creatures may even be able to heal every second. Remember 2APs is roughly equivalent of 1 second so the GM may decide that the creature loses APs and heals the appropriate number of health in that time.

For example, a creature can heal 1 health per second. So the GM may decide the creature stands doing nothing for 4 APs and recovers 2 health points.

### Fast healing and dying

If the character is able to heal at least 1 point of damage each minute, then he no longer has to roll any stabilization check when he is dying. Also, while dying, a character can’t do anything and he is considered to be resting.

Read more about dying in the *Character status* rules.

### Healing attributes

Attribute damage can be healed by extensive rest. Each week of full rest will heal one point of attribute damage.

### Non-lethal damage

Non-lethal damage is recovered at a rate of 1 point per minute. If the character can heal faster than that then the faster rate is applied.

## Character status

During the adventure the characters may fall into one of this non-normal status.

### Blind

A blinded character can’t process visual information. Blindness is a personal condition so the Low light vision power benefits does not apply.

If a creature is blinded then it is considered as having *Dark* lighting level at all times.

#### Partial blindness

The GM may rule partial blindness allowing the character to see as if he were in reduced lightning conditions.

For example if the character is in bright daylight, the GM may decide his partial blindness only allows him to see as in *Low light* at that moment.

### Deaf

The character can’t process sound waves. This will affect any reaction time as he is no longer able to react to warning sounds. This will give a -2 penalty to all skills which partially require any audio input (i.e. melee or weapon attacks in battle). And gives a -10 to those skills which heavily rely on hearing (rethoric, dancing, singing).

Skills not relying on audio signals are unaffected (i.e. writing, painting).

### Dying

If the accumulated damage takes the character HPs to less than 0 then the character falls to the ground and is dying.

A dying character is unconscious and unable to act. The character is bleeding and every round he remains unattended he must succeed a Health stabilization check with a DR equal to 4 or lose 1 HP. For example, a character with -6 health must succeed a Life check with a DR 4 or slip to -7.

Note that a character with Health attribute less than 4 will bleed to death. Only a Health attribute of 4 or greater provides a chance at a stabilization check.

Once the character saves 3 times he no longer loses HPs and is stabilized. He is still unable to act and any harsh movement (i.e. carrying him in a pallet or in a carriage) will make him bleed and force him to do more stabilization checks every round.

*Optional: the character may continue acting and fighting for as many rounds as his Willpower attribute even if his HPs are less than 0.*

If the character health goes to -10 minus the character level then the character dies. For example a level-5 character may resist until his Health reaches -15.

A character with *Fast healing* power may add his Life to this negative limit.

A dead character cannot be healed but can be resurrected by magical means.

The player may decide to drop the dead character and create a new one. In that case the new character should be created with the minimum experience for the exact same character level. In other words, the character loses any experience he gained for his current level.

### Prone

A character may fall to the ground as a result of a bad action result (i.e. a bad dodge) or an attack sweeping him to the ground. A prone character actions are affected by -4 penalty.

Standing up is a normal action requiring 6 APs.

### Unconscious

Some spells, poisons or venoms may cause the character brain to shut down and lose consciousness.

An unconscious character blacks out, loses any control over his body and falls to the ground. He is unable to act, talk, move, see or listen and has no recollection of what happened to him while being on this state. Only the autonomous nervous system still works allowing him to breathe.

An unconscious character will still be affected by any physical or area attacks that may affect him.

## Advanced Combat

Combat is not always an exchange of blows. Fighters usually have special moves they can execute to surprise their opponents. They may be used to spice the combat a little.

### Using two weapons

There is nothing as impressive as a warrior fighting with a weapon on each hand. However, to achieve this feat some training is required on the off hand.

Any attack made with an untrained limb

### Improvised weapons

A random object may be used as an improvised weapon. A character may comfortably use any object with a weight equal or less than his weapon stat.

Improvised weapons are clumsy. A player may only attack once per round when using improvised weapons. An improvised weapon will deal 2 points of damage per kg.

A player may use heavier objects as weapons up to his medium load stat. The object is not wielded but thrown or pushed so it won't be available to repeat the attack the next round. It will still deal 2 point of damage per kg. The object will affect all creatures in an area relative to its size (i.e. throw a table).

### Wrestling

Wrestling is an unarmed combat but instead of attempting to damage the opponent the attacker uses a series of arm or leg locks to pin down the target limbs. No weapon Modifier can be applied to the grappling attempt, only the attacker Melee skill rank is used but with a -4 penalty.

For each additional limb the attacker has trained with any of the *Gross or Fine Motor skills* perk, he receives a +1 Modifier to the grapple attack or +2 for a fully trained limb.

The GM may provide additional bonuses if the target has some kind of hold points like long untied hair or beard.

The target may try to parry or dodge the grapple attempt as usual. He also receives the same bonuses from additional trained limbs.

After the attack, the “damage” is computed. Soak is allowed because armor makes harder for the attacker get a tight hold, however no material or modifier bonuses are considered.

**Damage = Attack result – Defense result**

**Soak = Base armor soak (no material bonuses)**

The final “damage” after soaking does not affect the target health. Instead it represents the lock effectiveness and is the total penalty the target has on any action he attempts after the grapple. Attack, parry and dodge included.

Each round, the effectiveness of the grapple is reduced by 1. The attacker may attempt to improve the hold making additional grapple attempts. The target must defend with the penalties from the current grapple. The the resulting “damage” is the new value is used even if it is worse than the original value.

The attacker may deal damage on a held target by making grapple attempts. The target must defend with the penalties from the current grapple. If the attack is successful the damage is applied to the health of the target. Armor material is still not considered.

The target may try and break the hold doing a grapple attack but he must attack with the penalties of the current grapple.

The grapple is a heavy action so it can be maintained for minutes. Being grappled also is a heavy action.

### Trip

Trip is an attack which forces the opponent to fall prone to the ground. To do a trip the character needs to do a grapple attempt against the target. If successful he might declare he will let the target fall to the ground.