# Chapter 6: Movement and combat

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.

## Environment

The first thing to consider are the terrain and the conditions. Is it a city or a cave? Is it dark? Is it windy? Some skills are specific to the environment so players can gain benefits from knowing where action takes place.

## Encounters

An encounter starts when two (or more) factions oppose each other. Depending how diplomatically the encounter is handled it may lead to an agreement or to conflict, even physical combat.

In case combat occurs, 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 anything relevant to the encounter must be announced.

Then, the players 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, the health of all the opponents, turns, actions and initiative order.

The GM may designate one or more players to help keeping track of things. The initiative table is something a player can easily help with and the health table can be tracked by another player.

#### Restricted knowledge

If the players know something the game characters don’t, the players should play their characters accordingly. If the characters are properly played (even in detriment of the character) the GM should reward the player with extra experience points.

Same goes to the GM as he will be tempted to have all the opponents executing perfectly coordinated plans and that rarely happens in combat. Uncertainty and chaos is part of battle.

### Narrative combat

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.

Some common sense is required. For example, if a character throws a fireball 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 dungeon or a sewer.

Narrative combat is faster and recommended for quick battles as you only need to keep track of the initiative and the character health status tables.

### Tactical combat

Some players prefer a tactical approach. They want to see where their opponents are positioned and the terrain features so they can plan for taking cover, hide or flanking their opponents.

This method requires tokens to represent the characters and opponents, 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.

A benefit of this rule is that it quite deterministic and the state can be recorded in case the battle takes too long. The problem is that is becomes slower as positions and specific movement and distance need to be considered for each character in the battle.

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.

## Elements

Three main elements are part of every combat:

### Health table

The health table is a piece of paper that keeps track of the current health of all characters involved in the battle. Every time a character receives damage or is healed, the value should be adjusted accordingly.

To make things faster, it is possible to have one table for the players managed by the players, and one for the opponents managed by the GM.

### Initiative table

Is a paper that keeps track of the moment when characters should act. The initiative table works like a queue where characters are located. The character at the front of the line acts then is relocated to a new position in the line (he may even come first again!).

### Map (tactical)

Maps are used for tactical combat only. Common available maps are usually marked with a square or hexagonal tile grid. Each character and opponent should be positioned in one tile. The most common map available has a 1-inch square or hex markings which is fine for most purposes.

#### 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 interaction results.

Areas have some attributes.

##### Origin

Areas have a starting or location point known as the origin. It may be a fixed location in the terrain, a character or an object. It is usually the centre of a tile.

##### Shape

An area is limited by a shape. Given the map is a two dimensional area, all the shapes are considered two dimensional as well.

**Circle(radius):** This area starts from the origin in all directions up to a distance equal to the radius in metres.

i.e. Circle(3): a circle with radius 3m.

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

**Arc(radius):** The arc is like a pie slice shaped area starting at the origin and radiating to a distance equal to the specified radius but limited to a 45-degree angle. One arc is 1/8th slice of a circle.

A wider arc is specified as 2 or more arcs. For example, 2Arc(5) is a 90 degree arc (2x45) with a 5m radius.

Arcs are mostly used to represent flamethrowers, spray attacks and breath weapons.

**Ring(radius, thickness):** A ring is a circle with a hole in the centre. In addition to the radius in metres, the ring specifies a thickness (in metres as well). This thickness grows *into* the disc so the external limit of the ring is the circle radius.

For example, Ring(3,1) is a ring with one meter thickness in the border of a 3 meter circle. So the first two meters around the origin are unaffected by the ring.

A ring is used to represent cages or walls protecting (or restricting) a character.

**Square(side):** This area is a square with this number of meters on the side.

**Ray(length, width):** A ray is a line with a given width that extends away from the origin point in a specified direction up to a distance specified by the length.

A ray can be seen as a long arc

Rays are mostly used for streams or lightning bolts.

**String(length, width):** A random shape. To represent this shape, cut a string with the specified length and place it in the map as desired. Consider the string has a specified width.

Some spells can be shaped by wizards with curious forms. For example, some wall spells allow the wizards to shape them in any way they want. So simulate this, the player can place a string in the way he plans the spell to be located in the map.

##### 3D Shapes

In some cases, some areas can be given as 3D shapes. For game representation, this areas map to their respective 2D declarations.

**Sphere(radius):** Same as a circle but the area extends in all directions. Represented in the map as a circle.

**Cylinder(radius, height):** Same as a circle but the area extends up (or down) for the specified height.

Represented in the map as a circle.

**Cone(radius):** Same as an arc, but the area is a 45-degree section of a sphere. Represented as an arc in the map.

**Wall(length, width, height):** Like a string, but with a height. Represented as a string in the map.

#### Creature size and area

Creatures occupy an area equal to a circle with a radius of half their size rounded down. So a creature size 2 or 3 occupies an area of Circle(1). And a creature size 6 or 7 occupies a Circle(3).

Alternatively, it is possible to use a Square instead of a circle if it is easier for your gameplay style.

If using a tile map, locate the square or circle in a position where it will use the least number of tiles. The origin may be in the centre or the corner of a tile.

For smaller creatures. you may pack 2 creatures of size 1 in one circle of radius 1 or 1 tile or 4 of size 0 in a circle radius 1 or one tile.

To summarise:

Normal characters use one tile.

Small characters may be packed 2 or more in one tile.

Larger characters may use more than one tile. You may decide how many it uses. Use the rules above as guidelines only.

And that’s all. Do not try to fit everything to perfection as not all the creatures have a standard size, some have tails, or wings. And remember combat is chaotic, not everything will be nicely placed.

##### Packing many characters in the same space

It is possible to pack up to 4 characters in the same area (or tile) that other one is positioned.

For each other character in the same area or tile, each character receives a -1 penalty in any action. For example if 3 characters use the same tile, each character receives a -2 penalty to any action.

Only small weapons (i.e. daggers) are allowed to attack people in the same area.

Packing characters is useful in some situations where space is limited, like walking through sewers, ledges, dungeons or small caves.

This rule also applies if the characters are wrestling or grappling.

## Actions

When a character wants to do something he has to perform actions and actions take time. Normally, when a single character wants to act and nobody else wants to do something, then there is no need to track the time, but if there are multiple characters involved in the encounter and everybody wants to act at the same time, then it becomes necessary.

### Combat time

Whenever many characters, may be friends or opponents, want to act at the same time then the game enters into combat time. Combat time lasts until characters have no pressure to act at the same time then time returns to normal time.

#### Rounds

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

#### Action points

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

For a **common** human, 1AP is *about* a second but this is not a standard measure.

#### Action cost

During combat, the players execute actions. An action 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 Some skills may extend for many rounds.

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

|  |  |
| --- | --- |
| Action | AP Cost |
| Move (stroll, walk, run, sprint) | 1/step or 2/size.  /step |
| Talk | Special |
| Base action | 5 |
| Base (Unarmed) Attack | 5 |
| Weapon Attack | Weapon APs |
| Parry | Weapon APs. |
| Unarmed parry | 5 |
| Dodge | 5 |
| Draw weapon | 5 |
| Fire ready shot | 1 |
| Drop weapon | 1 |
| Standing from prone | 5 |
| Skill | Varies |

**Walk:** It takes 1 AP to walk 1 step, a step being half the character size in metres. Alternatively, it takes 2 APs to walk a distance equal to the character size in meters. Running and sprinting multiplies the distance covered in a single step. Read the *Movement* rules ahead for more details.

**Talk:** 1 APs per second of message, minimum 1AP. So commands like “Dodge!” or “Jump!” Takes 1 AP. Longer commands like “Attack the guys in the left!” or “Cover me, I’m going in!” takes 2 APs. If the message is too complex, like explaining a plan to a friend, the talking time between players (in real life) is considered the time required for the characters to communicate. In other words, if you are planning the battle while in the battle, then the GM may decide to take 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. As long as the message has no tactical meaning, you can say anything you want. You can’t use small talk to delay your opponents or cause them to monologue.

**Base action:** The cost for a quick action, like climbing on a horse, drawing a weapon, throwing a weapon to a friend, pickup something from the ground, pick a pocket, etc. It is usually 5 but may change if in water or other element.

**Unarmed Attack:** The time it takes to attack without a weapon. Same as a base action.

**Attack:** The APs used to attack with a weapon. Each weapon has an action cost which is added to the base action cost.

**Parry:** The APs used when the character tries blocking an attack by using a weapon or shield.

**Dodge:** The APs used to to move away from an attack instead of receiving the blow.

**Draw weapon:** Unsheathe 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, etc, can be used during an encounter. The time required to perform a skill is described under each skill description.

### Combat sequence

Each encounter has the following sequence.

#### Initiative

When an encounter starts, the GM requests all the players involved in the encounter to compute the starting APs for their characters (read Action points above). Initiative is computed as:

**APs/round = 10 + AP Modifier**

*Optional: The players may decide if they want to take 10 or roll the d20 as the base APs. 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.*

These APs are written down in the initiative table which lists all characters and their current APs.

The players may also track their character APs by using a d20 with the number of remaining APs facing up, or by using tokens (stones, beans, anything) which represent AP currency.

#### Round sequence

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

The character executes ONE action which may be a move or an attack or a skill use.

After the character has acted, the used APs are subtracted from his pool (or paid in tokens) and then he must **pass the initiative** to the next character with the highest APs.

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

If the character has any number of positive APs left from the last turn, those points are added to the new APs with a maximum of 5.

This round sequence is maintained until the encounter is finished.

#### Passing the initiative

When a character finishes his action (any action) he must pass the initiative. This means he gives the chance for the next player with highest APs to act. If the same character is still the one with the highest APs then he may act again straight away.

If two characters are tied in APs the one with higher Speed attribute goes first; if still the same value then roll a dice and the highest value goes first.

#### 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 needs to wait for more APs on the next initiative roll.
5. Pass the initiative.

The character is allowed to end his turn with some APs remaining in his pool but not more than 5. Any APs left over than 5 at the end of the turn are lost.

*Optional: Instead of a flat 5, a character may keep a number of APs equal to twice his speed. So a character with Speed 4 may keep up to 8 APs at the end of the turn.*

If the character is attacked and still has APs left, he may roll a defence check, parry or dodge even while not on his turn. The AP cost of the defence action is deducted from the character remaining APs. Defence actions are optional.

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 8 APs. The Orc dodges the attack which costs 5 APs. After the attack Bernard has 10 APs and the orc has 5 AP so Bernard still has the initiative.

Bernard wants to attack the orc again but the GM decides the Orc will take the hit so he won’t roll a defence check and take the damage. Bernard now has 2 APs left but the orc still has 5 APs so the turn passes to the Orc.

The Orc wants to he attacks Bernard with his mace which costs 9 APs. As he has no more points the GM decides to keep the 5 APs for the next round.

As no character can act, the round ends and a new round starts. APs are added for the next round and the combat continues.

#### Long actions

Long actions are actions that take a long time to execute. To do a long action, the character just declares what he wants to do during his turn and starts accumulating APs in a separate AP pool specific for the action. The points allocated to the pool are not available for the character to do any other action. Only one long action pool can be maintained by a character at any time.

Every round, the first time the character gets the turn, he must allocate at least 10 APs to the pool every round or the pool is lost. The character can act, defend, or do other things if he has APs left. If he decides not to allocate the points then the pool is lost.

Many attacks can do AP damage in addition to physical damage so it is possible the character doesn’t have the 10 APs required to allocate to the pool when his turn arrives. If for any reason, the character is unable to allocate 10 APs into the pool, then the pool is lost. This means the character may require cover or someone to protect him while he does a long action.

If the pool is lost, all APs in the pool are lost. The character does not receive the APs back.

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 the 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.

#### Waiting

During his turn, the character may decide to do nothing and voluntarily forfeit any number of APs so he gets down in the initiative table. He has to declare how many APs he wants to lose then delete the APs from his available APs for the round. This is done so that the character waits for another character to act before he does.

Once the points are deleted, they can’t be recovered for use in other actions.

#### Ready actions

During his turn the character may declare a ready action. Declaring a ready action means the character wants to wait for some event so he may act before that event happens. Declaring a ready action counts as an action and the character must pass the initiative.

The character must specify the event he is waiting for and set aside the APs required to do the action.

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”

“I will wait for her to jump so I can catch her”

“I will protect the thief in case someone wants to attack him while he disarms the trap”

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 the event happens, then the character can act before the event occurs. If none of the events he specified happened before his next turn the reserved APs are lost.

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 any of his ready action at any time he gets the turn, but loses the reserved APs by doing so.

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 so he reserved 8 APs and has 10 left for other actions.

Suddenly another orc comes from one side and attacks Bernard. Bernard decides to parry the attack which uses 5 APs, so he still has 5 APs left. The prisoner Orc sees Bernard occupied so he decides to make a run. But Bernard still has his action readied so, as the conditions of his ready action are met, he attacks the fleeing orc with a mighty swing of his axe.

#### Ready shot

A ready shot is a ready action specifically for ranged weapons like bows and crossbows (and pistols). It involves the weapon being loaded and prepared and pointed forward so the character only has to release the arrow or press the trigger to execute an attack. As everything is ready, only 1 AP has to be reserved to release the weapon.

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

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.

#### Surprise round

Sometimes the characters may be positioned in such way that they may act before the opposing side reacts (i.e. an ambush or a thief hidden in shadows attacking an unsuspecting guard). In that case the characters with the advantage adds an additional +5 APs (or +d10) to the initiative table for the first round of the encounter only.

In addition, the characters on the surprised side can’t use any defence actions until they receive the turn.

#### Borrowing APs (Advanced)

Sometimes the characters may be positioned in such way that they will be attacked by an opponent at the end of the turn with no APs left. So, in order to defend, the character may ask for some APs from his next round just enough to pay for the defence action (maximum 5 APs). The borrowed APs must be repaid when the initiative is rolled next round.

Borrowing APs can only be done once per round and for defence purposes only. If the character is attacked more than once and he has no more APs then he can’t defend in any way.

### Movement

There are three types of movement the characters may achieve by normal means: walking, swimming and flying.

Normal means mean that characters use arm, legs, fins, wings or other appendages to move. Nor all movements types are available to all characters.

Walking (usually) use legs to step over the terrain.

Swimming (usually) uses fins to move on water.

Flying (usually) uses wings to move through the air.

A creature natural way of movement is considered as light action. Any other type of movement the creature learns is considered a moderate action. So for a human, walking is considered a light movement but swimming is considered a moderate activity. But for an octopus, swimming is a light activity but walking is a moderate activity.

#### Movement speed

A character Speed and Size attributes determines how fast he moves.

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 half the character size in metres. So, 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.

Regardless of the movement type, there are four speeds the character may use.

Normal pace is a standard movement and is considered a light activity.

Moderate pace is twice the normal pace speed and is considered a moderate activity.

Quick pace is four times the normal pace and is considered a heavy activity.

Fast pace is six times the normal pace and is considered a power activity.

So a character can use the quick, fast or very fast movements to go faster on any movement type he has access to.

Also, a character with higher Speed will receive bonus APs per round meaning he can move a bit more per round.

|  |  |
| --- | --- |
| Movement pace | Distance/AP |
| Normal (Walk) | 1m |
| Moderate (Jog) | 2m |
| Quick (Run) | 4m |
| Fast (Sprint) | 6m |

#### Moving in a map

During normal time, there isn’t really much use for a map. Maps are normally used during encounters and at that time players will usually select running as their movement of choice.

If you are using a non-tile map consider a one-meter movement is equal to one unit in the relative scale of your map (i.e. if the map is on 1/100th scale, then 1 metre is 1 cm).

In order to move the character must pay the required APs for the distance covered using the movement type he chooses rounded up. For example, Ronan wants to run to a new position 17m away. So the player measures 17cm in a straight line and, given a humanoid runs 4m/AP he needs to pay 5 APs.

Only straight moves can be executed in a map so measure the distance to the new position in a straight line. If there is an obstacle forcing the character to move in a straight line, then the movement is not possible and the character must move to a different position.

Once the character moves, he is moved down in the initiative table. If he is still in the top of the table, he might move again.

#### Moving in a tile map

You can measure distances in a tile map exactly as you do in a non tile map. From the centre of the tile measure the distance to the centre of the destination tile in centimetres. As, during combat, the characters are normally running, divide the distance by four rounding up to get the AP cost.

If you don’t like to use a ruler just follow this simple rule of thumb. If using a standard 1-inch square tile map, moving one tile horizontally or vertically counts as 2.5 metres and moving one tile diagonally counts as 3.5 metres.

If you are using 1-inch hexagonal tile maps, moving from tile to tile counts as 2.5 metres.

As with standard maps, there should be no obstacles between the starting and the ending tiles.

For example, in a square tile map, Ronan runs 3 tiles up (7.5m) and 2 tiles diagonally to the top right (7m). So he has moved 14.5m then he has to pay 4 APs.

#### Walking and running

This is the standard movement type for humanoids. A walking human will move 1 metre step per AP.

Jogging uses a moderate pace. It allows moving at twice the speed than walking but not as fast or exhausting as running. A jogging human will move 2 metres per AP.

Running uses a quick pace which allows moving at four times the walking speed. A running human will cover 4 metres per AP.

Sprinting uses a fast pace. The character is pushing his speed to the limit which allows moving at six times the walking speed. A sprinting human will cover 6 metres per step.

While sprinting, the character is only focused to reach a destination and not protecting himself in any way.

#### Jumping

This are basic jumping rules. Fine grained rules for longer or higher jumps can be found in the Acrobatics/Jumping skill.

The distance a character can jump depends on his strength.

For distance jumps, the distance depends on how fast the character is running when jumping.

|  |  |
| --- | --- |
| Start distance | Distance |
| Stand (0m) | 20cm\*Strength |
| Walk (1m) | 40cm\* Strength |
| Jog (2m) | 60cm\* Strength |
| Run (4m) | 80cm\* Strength |
| Sprint (8m) | 100cm\* Strength |

For example, a character with Strength 3 can do a running jump to leap a gap of up to 80cm \* 3 = 240cm. But he needs at least 4m of space to start the run.

For height jumps, the character can’t run or sprint.

|  |  |
| --- | --- |
| Start (distance) | Height |
| Stand (0m) | 10cm\*Strength |
| Walk (1m) | 20cm\*Strength |
| Jog (2m) | 30cm\*Strength |

**This is the foot height from the floor. Add the character height for the total height the character can reach.**

***Advanced:*** All this values assume the character is carrying up to his weapon weight. For each weight load level over Weapon the Strength is penalized by 2 for jump purposes.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon | Light | Medium | Heavy | Power |
| 0 | -2 | -4 | -6 | -8 |

For example, a character with Strength 4 in Light load should be considered as if he had Strength 2 for jump purposes.

#### Obstacles

When a character moves there must be nothing between the starting and ending points. However, locations will usually be full of obstacles like rocks, loose gravel, chairs, tables, fences, walls, windows, posts, etc that will prevent clear movement so characters need to navigate through them using multiple way points. A character needs to navigate to an unobstructed point, reduce the APs used for that movement then pass the initiative to the next character.

Long obstacles (like a hole, a camp fire, a small stream, an alley between houses, a flat bench) and anything up to 0.5m above ground can be jumped over without stopping. If the character has the strength to jump over the distance (read Jumping above), then he can continue his movement like the obstacle is not there. If the character has the *Acrobatics/Jumping* skill, he might do a check to achieve longer (but not higher) distances.

Obstacles of up to 1mt high can be jumped over (i.e. crash through the window of a tavern) but the character must stop right after jumping and is prone. No more additional movement or attacks are possible that turn.

An opponent melee range is considered an obstacle.

#### Closing into an opponent melee area

A moving character must stop his movement when he enters an opponent melee area. He may stop anywhere in the opponent melee area but he must stop, even if he is not planning to attack that opponent and even if the opponent has no more APs left to act. The APs used to reach that point are deducted and initiative is passed to the next character.

For example, Belgar, carrying a longsword (reach 2), has 11 APs and closing to fight an orc with 6 APs left carrying a spear (reach 3). Belgar is 10 meters away so he runs 8 metres and stops at a distance of 2 meters and pays 2 APs for the movement (9 left). and is now on the Orc attack area. As the orc is still lower on the initiative table he can’t react, so Belgar attacks.

In the same example above, if the orc had 10 APs instead, then at the end of Belgar’s movement he would be on top of the initiative table and would have the chance to attack before Belgar.

In the same example above, if Belgar was trying to pass the orc but not attack, then he would still have to stop in the orc melee area thus giving the orc the change to react and attack if possible.

If the character has the *Tumbling* specialisation, during his movement he may roll an Acrobatics skill against a DC equal to an opponent attack. If successful, the character doesn’t need to stop in the opponent melee range and may just keep moving normally. If failed, the character stops in the melee range but doesn’t suffer any damage. This can be done for each opponent in the path.

#### Walk out of an opponent melee range

If a character is locked in a melee fight. Walking out of attack range requires the character to pay 2 APs as a feint action and pass the initiative. Then, the opponent may get the chance to attack him.

If an opponent attacks, then the feint failed and the character has to do a new feint action paying 2 more APs.

This cost is reduced by 1 for any ally attacking the same opponent. So if the character has two friends attacking the same opponent then the feint action is free and the character can disengage anytime.

If the character has the Tumbling specialisation, during his turn he may roll an Acrobatics skill against a DC 4 to move out of range without paying the 2 APs.

#### Swimming

Characters can learn to swim by picking the *Swim* perk. Characters untrained in swimming are considered to have a *Swim* level of 0. This allows a character to stay afloat and swim doggy style while carrying up to their Weapon weight category. Trained characters with a Swim perk of 1 or higher can carry light loads while swimming. Any additional load will drag the character down.

### 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.

Stamina is like currency for periods of activity. A character can remain active for a number of periods depending on his Stamina stat. The character must pay 1 stamina point when he wants to act.

|  |  |  |
| --- | --- | --- |
| Level | Period | Example |
| Light | 1 hour | Walking, studying (on light load). |
| Moderate | 10 mins | Jogging, swimming (on light load). |
| Heavy | 1min (6 rnd) | Running, combat, spell casting (on light load). |
| Power | 1 sec (2APs) | Sprinting, Power lifting (on light load). |

**Light:** This is a normal day to day activity level and includes any activity that will put little pressure on the character’s body. One stamina point buys one hour of light activity.

**Moderate:** This activity level requires a moderate amount of stamina. One stamina point buys 10 minutes of moderate activity.

**Heavy:** This kind of activity is demanding and will tire the character after a few minutes. One stamina point buys one minute of heavy activity or six combat rounds.

**Power:** This kind of activity is extremely demanding and will quickly tire the character. One stamina point buys one second of power activity or the right to use 2APs as power activity.

Once the character has spent all his stamina he must rest. His body will shut down (cramps, irresponsive limbs).

The character may be forced (or he might force himself) to keep moving after his activity periods are used up but he must pay in HPs instead of using Stamina, essentially suffering 1 point of damage to keep moving. A character can die from exhaustion.

If a character has paid for an activity type he can do any less demanding activity, but for a more demanding activity he must pay. For example, a character has paid 1 stamina point to get into combat. This allows him to walk, jog or sprint as part of the combat, but if he wants to sprint he must specify how long will he sprint and pay for that period.

For example, the heroes just stopped a wizard from completing a powerful spell, the magical energies, now uncontrolled, will explode anytime. The characters have paid for the combat rounds allowing them to run, but they need to sprint out of there. They pay 5 stamina points for the right to sprint 5 seconds or 10 APs. In 10 APs they can sprint about 60 meters clearing the area just before the explosion.

#### 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 is carrying so much weight he is under heavy load which is two load categories over light load (see the strength attribute table). This means the activities for the character are considered two stress categories higher so a light action like walking is now considered a heavy activity. Then he needs to pay 1 stamina point for 1 minute of walking time under that load.

If for any reason the activity type is higher than Power level then the character can’t do the action.

For a humanoid, swimming is considered a moderate activity so weight categories over light increases the activity level. So for example, for a character under medium load, swimming is considered a heavy activity and will tire after a few minutes.

#### Second air

If during a combat, a character can take a full round quietly and doing nothing (no attack, no defense, no dodge, not receiving damage) he recovers a number of stamina points equal to his Healing attribute. The character can do this more than once per encounter but each time he recovers one less point.

#### Recovering stamina

A character needs an 8-hour sleep or 12-hour quiet time (not walking) to *fully* recover his Stamina. Fractions of rest are allowed. For example, if the character has a Stamina attribute of 16 and needs to recover 8 points then he just needs to sleep 4 hours.

The character may rest without sleeping and still recover stamina. However, for each day without sleep his maximum stamina is reduced by five points and lose one point of Willpower. If his stamina or Willpower is lower than 0 and forced to stay awake the character dies. The character can recover by sleeping the same amount of time he was forced to stay awake.

A character may willingly go without sleep but he must do a check against a DR of 2 per hour or fall asleep.

The character is expected to feed regularly. For each day no food is ingested the character maximum stamina is reduced by 1 point. If the character stamina is lower than 0 the character dies. The character can recover one point of maximum stamina per day of eating enough food.

### Attack actions

Both melee or ranged attacks are resolved in four steps.

**Pay APs:** Before attacking, the attacking character has to pay 5 APs for an unarmed attack or the weapon AP cost if using a weapon.

**Attack:** The attacking character rolls his appropriate weapon or martial arts skill. The weapon he uses is considered his tool so the weapon quality bonus adds to his attack skill level for a total skill rank (SR).

**Defence:** The defending character selects his defence skill and rolls for defence. He can do this even if is not turn but he needs to pay the required number of APs (always 5). The defence result is the DR to beat, so the attack result must be greater or equal than this DR to succeed.

**Damage:** If the attack is successful then the damage is computed. Add the weapon damage and attack result Modifier (skill result/5 rounded down) is added. Subtract armour absorb and any other appropriate protections in the body area (usually the torso). The remaining total (if any) is dealt as damage. Damage is described in the *Damage* section of this chapter.

Melee combat is just another skill check where the weapon skill of the attacker is opposed by the the defender defence skill. So the attack succeeds if:

**Success = Attack skill result > Defence skill result**

If the attack succeeds the damage is computed as:

**Damage = Weapon damage + Attack result bonus**

**- Armour absorb value**

Combat skill ranks assume the weapon material or any other bonus have been added to the final rank. So it is recommended players already have this values totalised and written down in their character sheets to make combat flow faster.

For example, Belgar has a *Melee weapon (Axe)* skill rank of 10 (skill level 5, Precision attribute +3, steel axe +2) so when he attacks he should roll a d10.

#### Melee attack

A melee attack occurs when the character decides to attack with a melee weapon like an axe or a sword or unarmed. The character should use his *Melee* skill level adding any quality modifier for his weapon or from any glove or footwear like boxing gloves, boots, knuckles or gauntlets if fighting unarmed.

##### Advantage position

Some *Melee combat* specialisations may leave the attacker is an advantage position. When this happens the attacker has a +2 SR in all attacks or defence actions as long as he keeps the advantage position.

#### Ranged attack

A ranged weapon attack occurs when the character decides to hit an opponent who is at a distance by using a ranged weapon like a bow, a throwing knife or even objects not designed to be thrown. The character should use his *Ranged* skill level adding any quality modifier for his chosen weapon.

In a ranged attack, the ranged weapon provides the precision and distance while the ammunition provides the damage. So it is possible to use a golden bow to fire pine wood arrows. The golden bow will provide more precision but the pine wood arrows will do low damage.

If the character has no weapon, just ammunition (for example when the character is throwing a small object to the opponent using his bare hands), the maximum range is equal to 10 times the character Strength. The small mass prevents it travelling further.

##### Target size (Advanced)

Ranged attacks are considered to hit a target of around 25 cm radius (50cm in diameter), like a human torso. Larger targets provide bonuses to hit while smaller targets provide penalties. Essentially modifiers change per each centimetre of radius lower than a human sized torso and increase for larger targets.

|  |  |  |
| --- | --- | --- |
| Radius | Modifier | Reference |
| 1 cm | -24 | Dart board bullseye |
| 5 cm | -20 | Apple, Rockmelon, Rat, Crow |
| 10 cm | -15 | Archery bullseye, Rockmelon, Chicken |
| 15 cm | -10 | Watermelon, Rabbit |
| 20 cm | -5 | Turkey |
| 25 cm | 0 | Humanoid torso |
| 50 cm | +1 | Deer |
| 100 cm | +3 | War horse |
| 200 cm | +7 | Giraffe |
| 250 cm + | +10 | Elephant |

##### Distance penalties (Advanced)

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 skill rank. 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).

For a Ranged unarmed attack, the base range is 5 meters.

##### Light penalties (Advanced)

Low light conditions makes it harder to see the target. 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).

##### Weather penalties (Advanced)

The wind 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).

##### Hit missiles (Advanced)

The character can attempt to hit a missile with another missile mid-air. The character uses his *Ranged weapon* skill with the missile speed as the DR to beat. This action carries a -10 modifier to the skill rank due to the size of the target.

Hitting missiles must be declared as a ready action. Only one attempt is allowed per missile. If the action succeeds the missile is deflected and falls off target.

The missile used for this action must be the approximately the same size and mass as the target missile. It is not possible to deflect a cannonball with a bullet or an arrow.

Unless specified, spells are insubstantial and can’t be hit.

### Defence actions

The target of an attack may decide to parry or dodge the attack.

#### Parry

The defending character may decide to actively stop an attack by using his weapon (shields are weapons). He rolls a *Melee combat* skill check for his preferred weapon. The character must pay the weapon AP cost to parry.

If the character is unarmed, he can roll his *Melee combat* skill check with a -2 SR modifier. A successful unarmed parry means the character was able to get close enough to stop the arm or leg of the attacker. The character must pay 5 APs to do an unarmed parry.

#### Dodge

The defending character actively tries to evade an attack by using the *Acrobatics* skill. A dodge action costs 5 APs.

Dodging 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.

#### 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 hill 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 an elephant or a colossal dragon steps on the character, it is just meaningless trying to parry the blow as the character will be crushed anyway.

#### Parry and dodge missiles (Advanced)

Missiles are fast so a common character just won’t have the speed required to react to a missile. Only characters with the Lightning reflexes perk should be 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 to the skill rank. The DR to beat is the missile speed as given by the missile speed table.

|  |  |
| --- | --- |
| Speed | Description |
| Falling objects | |
| 1 | Object falling 1m |
| 6 | Object falling 10m |
| 12 | Object falling 100m |
| Hurled, Normal projectiles | |
| 8 | Thrown club, hammer, axe |
| 9 | Dart, spear |
| Arrow, Bolt, Mechanical projectiles | |
| 13 | Hand crossbow |
| 14 | Normal bow |
| 15 | Crossbow, composite bow |
| 16 | Composite Crossbow |
| Bullet, Explosive projectiles | |
| 20 | Pistol |
| 30 | Machine gun |
| 31 | Tank gun |
| 33 | Assault rifle, armor piercing |
| 41 | Tank piercer |
| Energy projectiles | |
| 50 | Railgun |
| 60 | Light gas gun |
| 70 | Plasma gun |
| Ray | |
| 100 | Lightning |
| 200 | Ray |
| 400 | Instant |

#### Catch missiles (Advanced)

The character may try and catch or deflect a missile from the air with his bare hands. The character uses his *Melee unarmed* skill with the missile speed as the DR to beat.

Catching or deflecting a missile must be declared as a ready action. Only one attempt is allowed per missile. If the attempt to catch a missile fails, then the character is hit by the missile if the result difference is more than 5.

## Damage

If the attack was successful, then damage must be computed. When a character suffers damage his health is reduced and if it reaches 0 or less, the character is unconscious and dying (read *Character status*).

Characters can reduce the damage by wearing armour. Armour can be slowly damaged and may break down after a while.

Characters with high Durability stat can ignore a bit more damage for most situations.

Damage can be categorized by element:

Air: Light and electricity.

Death: Life drain, statistics drain, venoms and poisons.

Earth: Physical damage, including weapons.

Fire: Combustion, explosions, acid.

Water: Psychic and stun.

### Air damage

Air damage can be caused by particles in the air. May be light particles, electrical particles, even earth particles.

#### Electrical damage

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.

Metal armour grants no protection against electrical damage. Non-metallic armour grants protection against electrical damage but it depends if the armour is covering the point of contact (the torso by default). For example, if the character touches an electrically charged object with his bare hands he will have no protection even if he is using a full leather body armour; but, he will have protection if he uses leather gauntlets.

The character receiving electrical damage also receives the same amount of stun damage (read *Stun damage*).

#### Light damage

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.

Light damage cannot be soaked by Earth attribute. Armour will protect only if the character is totally covered.

### Death damage

Death damage attacks the life essence of the character. Some spells or monsters may suck the character attributes and some opponents may use venoms or poisons that may destroy the character body.

#### Drain damage

Drain damage occurs when the life force is sucked out of a living creature. The character armour or Durability attribute won’t protect the character against life draining, but the Death attribute can help.

Life drain is a contest of willpower between the attacker and the defender, but the damage is physical and can wipe health or attributes depending on the attack.

##### Drain attacks

Some spells and powerful creatures, like vampires or succubi, can drain life. The attack specifies which attribute will be drained.

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 drain levels using his Death attribute. For example, if the vampire deals 5 points of life drain damage, the character can soak with 4 points of willpower so only 1 point is effective drain damage.

##### Haunted places

Haunted places are locations where terrible things have occurred and are charged with a negative aura that sucks the life from any living entity in the area. Plants in the area wither, blacken and die, small animals like birds or mice passing by will drop dead. Fungus, crawling insects and crows are usually resistant to this places. Humanoids feel uncomfortable and will be eager to leave, but they won’t be otherwise affected.

While this places are not common, there is always one or two of this in any town. But from those, only those 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 attribute point every hour to any person staying in the area. Characters can soak the damage using their Death attribute.

Even if the character resists the hourly damage, every week, a person living in such place will lose one attribute point. 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. If the character has lived in the place before the event that haunted the place occurred, he is immune to this weekly damage.

#### Toxic damage

Toxic damage is caused by a variety of substances that, once they find their way into the character body, can cause a variety of (usually harmful) conditions.

Depending on their origin, toxins are called venoms, poisons, drugs, alcoholic drinks, medicine. They come in multiple presentations and may be drunk, injected, inhaled, smoked or taken as pills. Toxins can be used as medicine in the hands of a healer.

Venoms are toxins naturally fabricated by creatures or plants that can harm or disable affected organisms.

Poisons are toxins which are artificially manufactured, distilled and refined for specific purposes; sometimes recreational, sometimes deadly. Poisons are normally more potent than venoms.

Alcoholic drinks are a particular type of recreational poison. They are low toxicity but may still kill in large amounts.

##### Toxicity level

A toxin can be injected into the body, as part of a venomous creature attacks, poisoned weapons, venomous vapours or maybe taken voluntarily.

Regardless of how it was consumed, a toxic attack injects the target character with an amount of poison enough to reach a toxicity level.

|  |  |  |
| --- | --- | --- |
| Origin | Level | Single Dose |
| Poisons |  |  |
| Arsenic | 1 | 20 mg |
| Chloroform (harmless) | 6 | 1 mg |
|  |  |  |
| Alcoholic drinks |  |  |
| Beer, draught | 1 | 1 litre |
| Wine, mead | 1 | 500ml |
| Rum, spirits, firewater | 1 | 200ml |
|  |  |  |
| Venoms |  |  |
| Black widow | 3 | 0.01mg |
| Funnel web spider | 6 | 0.3mg |
| Death adder | 10 | 10mg |
| Copperhead | 3 | 20mg |
| Rattlesnake | 6 | 15mg |
| Black mamba | 18 | 5mg |
| Black cobra | 30 | 10mg |
| King cobra | 40 | 10mg |

Some creatures can inject a considerable amount of venom in a single attack. Some species are very venomous not by toxicity but by the sheer amount of venom injected in the target organism. It is possible for some naturalists to harvest the venom and use single dose amounts to make anti-venoms or for other medicinal purposes. One dose can be extracted per level (i.e. a level 3 venom from a Copperhead can provide 3 single level doses of 20mg each).

For example, a Black mamba byte causes 18 levels of toxicity, with one dose being equivalent to 5mg then it injects 90mg of venom in a single bite.

A poison can be injected multiple times and they accumulate their level. For example, drinking 1 litre of beer will cause 1 toxicity level, drinking 2 litres will cause 2 toxicity levels and so on.

##### Toxicity effects

Most toxins 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 rank per toxicity level starting two combat rounds after being injected or one minute (or 6 combat rounds) if the character just lays down and does nothing. This penalty persists as long as the toxin is in the character body regardless of him suffering damage from the venom or not. If the toxicity level is higher than the character Durability attribute, the character passes out.

The character will suffer 1 point of damage per toxicity level every hour. This damage can be reduced by an amount equal to the character Durability attribute score. The *Healing* skill can be used to reduce the severity of the poison damage.

Example: a character drinking 3 litres of beer will have a -3 modifier in all skills. His Durability attribute is 4 so he can keep drinking.

Example: A black mamba injected 18 levels of venom so the character will receive a -18 penalty on every action starting two rounds after the attack. His Durability is 5 so he passes out. After one hour has passed the character receives 18 points of damage which can be soaked by the character Durability attribute. As the character has a Durability 5 he will receive 18-5 = 13 points of damage every hour.

##### Toxin Cleansing

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

Poisons may or may not leave the organism. Some poisons based on heavy metals (i.e. mercury or lead) will stay permanently so effects are cumulative. The character can’t naturally eliminate those poisons and only a *Healing* skill check can help removing the toxins.

Alcoholic beverages are designed to leave the body and having a “rough night” may leave the character shaken the next day but otherwise it won’t have a major effect.

Alcohol leaves the body at a rate of 1 level per 8 hours regardless of what the character is doing, so a night of sleep should be enough for most cases.

While alcohol is easy to shake off, doing it many times will harm the character. If the character drinks every day of a week, he loses one element point permanently. Magical healing may help recovering the lost points.

##### Toxin variations (Advanced)

Some toxins 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. (i.e. Choloform).

Some venoms may have additional nasty permanent consequences. Tissue in the area of the bite may become necrotic leading to the loss of the limb.

##### Addiction (Advanced)

Any character using a recreational drink, drug (or poison in general), he has to roll a Willpower check when the GM feels convenient depending on the substance.

If he fails, he tries to do have it again as soon as he can but can easily be stopped (he has no money, an officer commands him to stay on sentry duty, etc).

If the character fails a second time in a row, then he will try to get it using some excuse or lie (take my shift my mom is sick, lend me some money I will pay you tomorrow).

If the character fails a third time in a row he will fail duty and even disobey a direct order in order to get it (i.e. leave sentry post).

If he fails a fourth time the character will quit his job or leave his family for long times.

If he fails a fifth time, the character will get violent to get his fix.

A character can reduce one level in this table for each week he is kept away from the substance. He can never go below the first addiction level except by magical means.

### Earth damage

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

#### Weapon damage

Weapon damage is categorized as:

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

**Piercing:** This is damage dealt by sharp pointed objects like pikes, bites, arrows, bolts. This penetrates the skin in a single point with significant force reaching internal organs. If the attacker knows about vital points, he may deal instant killing blows.

**Slashing:** Slashing damage is caused by sharp edged weapons like knifes, claws, fangs. This damage cuts or rips through tissue and muscle, bleeding the target.

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

Read more about weapon damage in Chapter 5: Money and equipment.

#### Unarmed damage

Unarmed attack damage is usually considered blunt damage unless the character equips some special weapon or can naturally deal other type of damage (i.e. a lion’s bite or rake causes slashing damage). When fighting unarmed the attacker 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 temporary 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, he is using gloves so 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

Some weapons like boxing gloves or some police weapons, are designed to reduce the real damage and deal non-lethal damage. Non-lethal weapons deal half their damage as lethal and the other half as non-lethal.

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 heals at a rate of 1 point per minute. So a knocked out character may recover relatively quickly.

#### Soaking damage

A character suffering physical damage can soak it using his armour. 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.

The character uses the armour in the area of the attack (i.e. if the attack was to the left arm, then the armour of the left arm is used). If unannounced, all attacks are considered to the body.

### Fire damage

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

#### Explosions

Fire explosions are sudden bursts of fire like fireballs or fire bolts which burn for an instant then disappear damaging objects in the area.

#### 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 every round depending on the intensity of the fire.

#### Acid damage

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

If the acid is in vaporous form, like a cloud, will burn the lungs or eyes of the target. Armour provides no protection against it, however a closed helmet may provide a couple rounds of protection at the GM discretion.

#### Burning armour (Advanced)

Armour can soak fire or acid damage but will get damaged. If the armour loses all the protection due to fire damage, it ignites and starts dealing damage at a rate of 2 point of damage per round (in addition of any other surrounding damage). This damage persists for 30 rounds (5 minutes) even after the character leaves the burning area.

Removing the armour or drenching the armour in water will stop the burn damage.

### Water damage

This damage affects the brain, impairing the cognitive and motor skills.

#### Stun damage

Stun damage confuses the target, forcing him to lose valuable seconds. For each stun damage point the character loses 1 APs and he is immediately moved down in the initiative table.

If the stun damage moves the character total APs into a negative value, the character must pay for the negative APs on his next initiative. If he is unable to pay he passes out for a number of minutes equal to the negative APs.

#### 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.

### 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 or a blizzard).

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 affects any characters and objects that start, cross or end their movement inside the affected area each round. A character entering and leaving the area multiple times during a single round will be dealt damage only once from that source of damage.

### Taking cover

The best way to prevent physical damage (including arrows and explosions) 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 thickness, the cover will absorb as much damage as the material quality.

## Healing

After some adventuring, there is a high probability 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 Healing 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 Healing attribute 7 recovers 7 hit points per week, then he might decide to rest for two days only and heal just 2 points of damage.

### Shorter healing periods

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

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

### Fast healing periods

Some creatures can heal every second. Considering 1APs is roughly equivalent of 1 second, then the creature may wait a number of APs in order to heal.

For example, a creature can heal 1 health per second. So during the creature turn it decides to wait doing nothing for 4 APs and recover 4 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 his health is less than 0. The character can’t act and is considered to be resting.

If the character can heal per second and his health is less than 0, he can return to action as soon as his health is above 0. Consider 1 round is 10 seconds.

### Healing attributes

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

Some attribute damage can’t be healed by resting and has to be healed by magical means.

### Healing 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.

### Starving (Optional)

The character is expected to eat regularly. Characters won’t heal unless they have at least one good meal every day.

## Character status

During the adventure the character status may fall into one or more of this categories.

### Blind

A blinded character can’t see light or colour. Blindness is a personal condition so the Low light vision power benefits does not apply.

A blind character is considered to be in *Dark* lighting level all the time.

The GM may rule partial blindness allowing the character a better lightning level than *Dark* like *Low-light* level instead.

### Deaf

The character can’t hear any sound. Deafness affects reaction times as the character is no longer able to react to warning sounds. The character receives 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).

If the character is blind and deaf he gets a -20 modifier to all skills.

### Bruised (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.

### Dying

If the accumulated damage takes the character health to 0 the character is unconscious but otherwise fine.

*Optional: If the character health is 0 the character can still move, but he has a -10 penalty to all his actions and skills and any strenuous action like attacking or running will deal 1 point of damage.*

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 Healing attribute check with a DR equal to 4 or lose 1 HP. Note a character needs a Healing attribute of 4 or greater to succeed on this check.

Once the character saves 3 times he no longer loses HPs and is stable. He is still unconscious and unable to act and any harsh movement (i.e. carrying him in a pallet, a horse 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 health is 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 death until his health reaches -15.

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.

### Prone

If a character falls to the ground (as a result of a bad action result or a sweeping attack or a trap) then the character is prone. A prone character actions are affected by -4 modifier as long as he is lying in the ground. Standing up from prone is an action requiring 5 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.