## Order of Attack

1. Attacker chooses how to strike and where they wish to strike, spends their PT (and resources), and rolls d100 for their attack. They add their appropriate Art Total to this roll unless they rolled a *Natural Fumble*.
2. The Host must take note of the modification to this attack due to the maximum HP of their specific target. (Ex. Targeting an enemy’s head with 10 Max HP results in -45). See Health Evasion.
3. Then the Host must subtract any penalty to this attack due to the distance from the target. See Distance Evasion.
4. If attacker or target is moving and either chose to use Reflex Evasion, the Host must subtract a penalty based on whichever is moving fastest. See Reflex Evasion.
5. The Attack Total is the sum of the attacker’s Art and roll minus the Health, Distance, and Reflex Evasions.
6. If the attack did not automatically fail due to a fumble, Defender then chooses their method of defense, spends their PT, adds other bonuses (due to shields, abilities, etc) and then adds +50 to the Art total governing their defense. This resulting number is called the Defense Total and becomes a negative to the attacker’s resulting Attack Total.
7. See the resulting difference between the Attack Total and the Defense Total on the appropriate Attack Table. If a Glance results, then the type of defense determines which Glance Table a roll must be made on. If the Attack Roll was a *Natural Critical*, then the result on the Attack Table cannot be less than a Hit.

Attack Roll: (d100)

1-5 = *Natural Fumble*: Attack fails, no defense required.

6-95 = (Add *Roll* to *Attack Total*) See Attack Table.

96-100 = *Natural Critical*: The attack cannot glance or miss (it at least hits), even if a defense was used. In addition to any other effects from the Attack Table, *Critical Damage* is dealt: +5 Health Damage is added to the attack for every Base PT. If an attack does not have Base PT, then +15 Health Damage is added.

Base PT

Base PT is a measurement of the dimensions of the attack itself and is never modified. For melee weapons, the base PT is generally the same as the cost to use the weapon. Bows and crossbows must be loaded and fired, so their Base PT is noted on the weapon information (which is always a little lower than the total PT cost to attack). Spells use the Rune’s base PT and do not include PT costs of glyphs. If spells are added to a non-spell attack, the non-spell attack’s base PT is used (Fire on a 4PT sword strike uses the sword’s base PT of 4). If spells are combined with one another, then the total base PT increases (Fire’s base PT is added to Shock).

Flurried Attacks

When attacking in succession 3 times on the same location, an attacker may group their total damage (even if using different attacks). This is only done in threes. Grouping damage works like this:

1. The attacker spends all PT and resources up front. They then roll for each attack separately and the defender defends against each attack separately.
2. The total attacks that Hit or Glance may be added to the flurry damage!
3. If a Glance is rolled, that attack alone has its damage reduced. If better than a Hit is rolled, the best result gets applied to **all** attacks (EG a single roll managed to get +1 Trauma level, then **all** attacks gain +1 Trauma Level). Nice!
4. All damage dice are then added together as a single, volatile roll. All damage before MIT is added *together*, against MIT. The resulting damage is all used to calculate Trauma Points. A +1 multiplier is added to Trauma Effects for each attack in the flurry past the first, which stacks with other multipliers to Trauma Effects (so if all 3 attacks hit, then +2 is added to the multiplier). Trauma Damage is then dealt only once.

## Calculating Attack Tables:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Health Evasion** (based on size/hp): | |  | **Distance Evasion** (only applies to ranged attacks): | | |  | **Attack Table** | | **Trauma Points (Applies after MIT):** Stamina damage equals a 1 to 1 conversion. Health Damage is a 1 to 10 conversion. Note: *Damage dealt from trauma effects cannot be mitigated*.  **Move Evasion:**  If either the attacker or defender are Running, Sprinting, or Riding, then the modifier applies (only once) based on which of the two have the highest speed.  **Knockback to Size Ratio:**  Tiny, Small, Medium: 1:1  Large: 1:2  Huge: 1:5  Immense: 1:10  Colossal: 1:25 |
| **Total** | **Result** |
| **Max HP** | **Mod** | **Distance** | | **Mod** |  |  |
| 1-4 | -50 | **Melee** | | **-20** | -1 & Lower | Attack Misses |
| 5-9 | -40 | (0 to 1 Units) | | | 0 to 25 | Glance |
| 10-14 | -30 | **Close** | | **0** | 26 to 100 | Hit |
| 15-19 | -20 | (2 to 10 Units) | | | 101 to 150 | +1 T-Level |
| 20-29 | -10 | **Mid** | | **-10** | 151 to 200 | +2 T-Level |
| 30-59 | 0 | (11 to 25 Units) | | | 201+ | +2 T-Level  +1 T-Mult |
| 60-79 | +10 | **Long** | | **-30** |
| 80-99 | +20 | (26 to 50 Units) | | | **See Attack Table Outcomes (below) for more information.** | |
| 100-149 | +30 | **Distant** | **-50** | |  | |
| 150-199 | +40 | (50+ Units) | | |  | |
| 200+ | +50 | **T-Points to Trauma Level:** | | | **Glance Table:** | |
| *Due to Gifts, not all follow above table.* | | **T-Points** | | **T-Level** | **Roll** | **Result** |
| 0-199 | | None | 1 | Below |
| **Reflex Evasion** (if either chose to) | | 200-499 | | T-Lvl 1 | 2 | Below |
| 500-999 | | T-Lvl 2 | 3 | Left |
| Run | -20 | 1000-1999 | | T-Lvl 3 | 4 | Right |
| Sprint | -40 | 2000-3999 | | T-Lvl 4 | 5 | Above |
| Ride | -60 | 4000+ | | T-Lvl 5 | 6 | Target |

|  |
| --- |
| **Full unit attack:** Immense, Colossal, and some other abilities (such as a spell with Radius glyph) can attack entire units. These attacks will randomly place on each entity on the unit, with the default target as the Chest (or equivalent center of body).  **If a Glance:** Attack rolls random placement, cannot deal more than 1 Health, and half Stamina dmg.  **Placement [Result]:** The result of the placement roll (Above, Below, Right, Left, or Target) deal an attack to the specified target area. For example, if the attack was targeting the defender’s head and Below was rolled, then an attack would be made to the defender’s chest. For an attack on the chest, Below (1) could be used for Left Leg while Below (2) could be used for Right Leg (etc). |

## Attack Table outcomes:

**Miss:** The attack fails to strike its target. Different defenses have different effects on a miss:

* *Dodge* or *No Defense* used: The attack does not make any contact. If the attack had UB, ST effects are added.
* *Deflect:* The attack deals no damage but makes contact with whatever was used to deflect. This may still apply some effects, such as touch-triggered spells.
* *Block:* The attack deals damage to the body part used to block, instead of the attack’s intended target.
* *Catch:* The attack deals no damage but makes contact with whatever was used to catch. This may still apply some effects, such as touch-triggered spells. If the attack is attached to the attacker (like a weapon or limb), then the attacker must use Hold (and defender can use Struggle) in order to free themselves. They must free themselves if they wish to perform any further actions with that weapon or limb.

**Glance:** The attack rolls on the Glance Table to place randomly and deals reduced damage.

**Hit:** The attack hits is target and deals regular damage.

**Effective Hit:** The attack hits its target dealing regular damage and gains +1 Trauma Level, nearly hitting a vital spot.

**Brutal Hit:** The attack hits its target dealing regular damage and gains +2 Trauma Levels, hitting a vital spot.

**Deadly Hit:** The attack hits its target dealing regular damage and gains +2 Trauma Levels and adds +1 to Trauma Effects Multipler (which, is x2 if no other multipliers have been added). This is a perfect hit to a vital spot.

## Trauma

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Type\* | **T-Level 1** | **T-Level 2** | **T-Level 3** | **T-Level 4** | **T-Level 5** |
| **Slash**  *Nervous/Tissue* | 6 Bleeding | 8 Bleeding | 12 Bleeding [DUR:5] | 20 Bleeding [DUR:10] | 40 Bleeding [DUR:15] |
| **Smash**  *Fracture* | 2 Stun | 4 Stun [DUR:5] | 6 Stun [DUR:10] | 8 Stun [DUR:15] | 10 Stun [DUR:20] |
| **Puncture**  *Tissue* | 2 Health [DUR:5] | 4 Health [DUR:5] | 8 Health [DUR:10] | 16 Health [DUR:15] | 36 Health [DUR:20] |
| **Maul**  *Nervous/Fracture* | 1 Health, 1 Stun [DUR:5] | 2 Health, 2 Stun [DUR:10] | 4 Health, 3 Stun [DUR:15] | 8 Health, 4 Stun [DUR:20] | 18 Health, 5 Stun [DUR:25] |
| **Chop**  *Tissue/Fracture* | 1 Stun, 3 Bleeding [DUR: 5] | 2 Stun, 4 Bleeding [DUR: 10] | 3 Stun, 6 Bleeding [DUR: 15] | 4 Stun, 10 Bleeding [DUR: 20] | 5 Stun, 20 Bleeding [DUR: 25] |
| **Blast**  *Nervous* | 50 Stamina | 100 Stamina, 1 Stun | 200 Stamina, 2 Stun | 400 Stamina, 2 Stun | 800 Stamina, 3 Stun |
| **Burn**  *Sear* | 3 Sanity | 6 Sanity | 12 Sanity | 24 Sanity | 50 Sanity |
| **Chill**  *Nervous/Wither* | Next damage taken increased by +10% | Next damage taken increased by +20% | Next damage taken increased by +30% | Next damage taken increased by +40% | Next damage taken increased by +50% |
| **Shock**  *Nervous/Sear* | 2 Sanity, 1 Stun | 3 Sanity, 2 Stun | 6 Sanity, 3 Stun | 12 Sanity, 4 Stun | 25 Sanity, 5 Stun |
| **Divinize**  *Wither* | 1 Health, 2 Sanity | 2 Health, 3 Sanity | 4 Health, 6 Sanity | 8 Health, 12 Sanity | 18 Health, 25 Sanity |
| \*Type: Determined by the attack’s type. If an attack has multiple damage types, then it deals trauma effects for each type.  [DUR]: This means that a durability check must be made between the weapon used by the attacker (if any) and the armor worn by the target (if any). If the target has no armor or the attacker has no weapon, then no DUR check is made. A DUR check is simple: the weapon or armor (between the attacker’s weapon and the target armor) with the lowest DUR loses the DUR check. The number specified (ie [DUR:20]) refers to the DUR lost by whichever item lost the DUR check. DUR checks are meant to slowly wear down weapons and armor until they break. If either item’s DUR reaches or falls below zero, it breaks and becomes useless. If the attacking item breaks, it still deals damage before breaking. DUR can be repaired by someone with the right secondary skill or high Craftiness. It can also be repaired by a professional for a fee.  Note: Arrows that fail a DUR check break instantly (they do not wear down) and do not deal damage. | | | | | |

## Wounds

|  |  |
| --- | --- |
| Type | **Wounded Effects** |
| **Tissue** | 50 Bleeding is added |
| **Nervous** | Maximum Stamina reduced by 25%. If Head or Chest: Reduced 50%. (Based on current maximum.) |
| **Fracture** | -25 to any maneuver performed by limb. If Chest: -25 to all maneuvers. Head: -50 to all maneuvers. |
| **Wither** | Maximum Death Health reduced by 15%. If Head or Chest: Reduced 30%. (Based on current maximum.) |
| **Sear** | Maximum Sanity reduced by 25%. If Head or Chest: Reduced 50%. (Based on current maximum.) |

## Attack/Effect Types

The concept behind a good battle system is an intriguing variety of damage that can be inflicted upon an enemy. Basically, swinging a sword will have a very different effect than shooting a flaming arrow.

To add interesting gameplay and also a sense of attempted realism, the following attack effects and their corresponding rules are outlined below as a quick reference. Detailed explanations of each are after this table.

|  |  |  |  |
| --- | --- | --- | --- |
| Effect | Abr | Description | Rules |
| Slash | SL | A cut-type attack. | 50% of the attack’s base PT is added as Health Damage. |
| Smash | SM | A blunt attack. | Weapons of this type deal more Stamina Damage. |
| Puncture | PU | An attack that pierces. | Attacks deal less Stamina damage, but deal 1 Health Damage per base PT. Puncture attacks that successfully hit require that 50% of their PT is spent to remove the attacking weapon from its target. This PT may be spent as StamX instead, if the player removing the weapon chooses to do so. When the weapon is removed, a Gore attack is made, dealing extra health damage. Many Puncture attacks that successfully hit may use the optional attack Dig before using Gore to remove the weapon. |
| Maul | ML | A weighted attack that pierces. | Attacks deal 1 Health Damage per base PT. |
| Chop | CH | A heavy attack that cuts deeply. | 50% of the attack’s base PT is added as Health Damage and deals much more Stamina Damage. Chop weapons suffer -50% to all damage when the blade is made of wood materials. |
| Unbalanced | UB | A penalty signifying an attack that is heavy to swing, and therefore hard to recover. | [StamX] is spent when the attack misses any target or is successfully deflected or dodged. The [StamX] spent is equal to 50% of the attacks PT. UB attacks tend to deal extra Stamina damage, but not always. UB effects can stack with each other. One UB effect is also added for every 5 points the character is short of the weapon’s ZQ requirement. |
| Dig | DG | A Puncture attack that drives deeper, without removing the weapon from the target. | Up to the attack’s PT may be spent to deal 1 damage to Health per PT. Most Puncture attacks are capable of Dig, but using it is optional. Dig cannot be defended against. |
| Goring | GO | An attack that gets jammed into the target upon hitting, and costs PT to remove. | Half of the weapon’s PT is spent (round up) to pull the weapon from the target. This deals health damage equal to the PT spent to pull the weapon out. Note: This maneuver may be made during a character’s secondary turn. |
| Fluid | FL | An attack that isn’t solid, i.e. swinging a whip or chain. | Deflecting a fluid attack receives -20 while deflecting with a fluid attack receives -20. |
| Grapple | GR | An attack that grabs a hold on a target successfully. | This allows the attacker to use Forced Aim, Wrench, or any special effect that is appropriate. These bonus actions are situational. |
| Wrench | WR | An attack that constricts a target and moves, i.e. a bola. | This typically results in direct damage to Stamina, and possibly a Knock Down effect. |
| Forced Aim | FA | This allows the attacker, in special circumstances, to strike a specific area on their target. | The attacker must be standing on their target, holding onto their target, or have no choice but to hit their target in a certain spot. |
| Opportunity | OP | This is an attack that is allowed during the secondary round, because of circumstances and excellent initiative. | Many special rules apply when using Opportunity. From using Catch, advantage on someone’s fumble, falling on someone, or hitting someone who moves from an adjacent square to a non-adjacent square. |
| Knock Down | KN | An attack that causes the target to fall from their current position. | The target takes falling damage, and is then restricted while on the ground. How prone the target is when they fall determines their disadvantages. Kneeling is not as bad as lying face down, for example. |
| Terrify | TE | Any attack that causes fear in the target. | The target takes special mental effects, such as being stunned, and even possibly damage to SC. This is typically the result of an Intimidation maneuver, but could also be the result from a Critical attack. |
| Blast | BL | An attack with explosive force. | Targets in a specified area take a flat amount of damage to Stamina when there are no obstacles between them and the Blast. Block reduces this damage slightly. Other effects might apply, such as KN or BU. |
| Burn | BR | An attack that uses intense heat. | Target takes damage to the surface of their skin. The target may only use 75% of their toughness to Resist. |
| Chill | CL | An attack that uses intense cold. | Target takes damage that can slow their PT or reduce effectiveness of the area hit. The target may only use 75% of their toughness to Resist. |
| Shock | SK | An attack that electrocutes. | Target takes damage that can disorient or stun very easily, and take great damage if wearing metal. The target may only use 50% of their Toughness to resist. |
| Divinize | DV | An attack that uses ‘white force’ or holy energy. | Target takes severe internal damage. This always deals Health Damage and Stamina Damage. |
| Poison | PO | An attack that enters the body by internal means, i.e. eating. | The various types of poisons have different effects and requirements. |
| Corrode | CO | An attack that eats matter and destroys it. | Corrode varies from acids to elixirs, and each have their own specifications, effects, and requirements. |
| Trauma | TR | A failed attempt to Resist an attack results in trauma. | Trauma is different for every attack, but adds unique and powerful effects when triggered. Trauma results when an attack deals damage too staggering to resist. |
| Critical | CR | A very successful attack. | Critical effects are made when an attack is very skillfully executed. Critical effects, like Trauma, vary depending on the attack type. |
| Fumble | FB | A very unsuccessful attack. | A fumble is a failure that is so unsuccessful that it negatively affects the attacker. Fumble is made only on a d20 when a 1 is rolled by the attacker. The attack automatically misses, and then has a chance to do worse things based on the PT of the weapon. See the details page. |
| Slay | SY | Extra damage added in very special circumstances. | All Stamina and Health damage done is increased by 50% at the end of an attack, before the target’s Toughness is rolled. These effects can stack. |

## Defense Types

To put this plain and simple: There are many different ways to defend yourself in this game. These are just the recommended types and their labels. Simply wearing certain armor is a form of defense, but the following table outlines direct actions. The detailed descriptions of each Type listed will be after the table.

|  |  |  |
| --- | --- | --- |
| Name | Description | Rules |
| Dodge |  |  |
| Block |  |  |
| Deflect |  |  |
| Catch |  |  |
| Willpower |  |  |
| Courage |  |  |
| Struggle |  |  |