

Martial

If Magic is the heart and soul of fantasy, Martial is the backbone of fantasy. Martial abilities deal with the melee and ranged aspect of fantasy combat. Martial abilities are often overlooked in fantasy worlds.

To the untrained, many martial abilities appear as simple as swinging a sword or pointing an arrow and letting it fly. The mechanics behind the Martial system work exactly like the Magic system, in which a Specialist can customize different offensive and defensive maneuvers to use in combat. Specialists with martial training have the option to focus in melee combat, ranged combat, defensive combat or any combination of the three.

Melee combat is the art of fighting up close and personal. This could involve everything from bare hands to swords to hammers and more. The instant a melee weapon leaves a Specialist's hand as part of an attack, it becomes a ranged weapon. Ranged combat is the art of throwing weapons effectively or utilizing projectile weapons from afar. Although thrown weapons are fairly self-explanatory, a projectile weapon is any weapon that fires a projectile whether from a crossbow, a bow, a slingshot, a sling or even a catapult. Defensive combat is the art of using shields and armor effectively to deflect, minimize and mitigate as much damage as possible. A Specialist can wield a shield in conjunction with either melee or ranged combat, or even use two shields at once in an almost total defensive style of combat.

Building an Attack

Attacks in Boundless aren't pre-assembled. Specialists build their own attacks from the components and training they have available. While attacks may be built on the fly, we recommend martial Specialists keep at least a few pre-built attacks on hand to help speed up Combat.

Martial attacks are built by spending Action Points or AP to combine and execute known martial components. Each component costs 1 AP to use. Martial components may be combined with magical components to create hybrid attacks.

Offensive components may only be used on a Specialist's own turn unless the Specialist possesses and uses the Offensive Defense component. Defensive components may be used on another creature's turn, but must be used before to-hit or damage are rolled.

Simple

Simple martial components are the easiest types of attacks. These maneuvers are only slightly better than those of children with toys learned from watching adults practice. A Specialist must have at least 15 points in the appropriate martial stat, Proficiency for ranged, Toughness for melee or Stamina for defensive, to perform simple attacks.

Offensive

Accuracy

A Specialist with Accuracy may forego Active defense in favor of a more accurate attack using offensive dice. Each AP spent on Accuracy will decrease your Passive defense by 5 as well as increasing your offensive cap and reducing the Passive defense of the target(s) by the same

amount against this attack only. A Specialist may not spend AP to reduce their own Passive defense beyond 0. No matter the amount of Passive defense the Specialist sacrifices, the Specialists and the target(s) Passive defense can never be dropped below 0. The penalty to your Passive defense lasts until the start of your next turn.

Desperation

A Specialist with Desperation places all their eggs into one basket to make a single, exceptionally powerful attack and spends their next turn recovering. A Specialist who chooses to make a Desperation attack forgoes Passive defense and may only use up to 1 AP on Active defense for this turn and the subsequent turn. The Specialist may save 1 AP from this turn and the next but spends any remaining AP on this single attack. Each AP spent on this attack increases the offensive cap by 5 points. In addition, if the target takes damage from this attack, the Specialist may choose to knock the target prone or give the target negative AP equal to the AP spent on this attack.

Distance

Usable with: Ranged

Distance allows a Specialist to attack from greater distances with reduced penalties. Each ranged weapon has a built-in range, expressed in movement units, at which one does not incur penalties to attack. Attacking beyond this range normally reduces the offensive cap by 10 for each movement unit beyond the range of the weapon. Each AP of Distance is sufficient to increase the effective base range of the weapon by one movement unit. Distance only works with a single weapon. For dual weapons, please refer to Dual.

Precision

Precision gives a Specialist a bonus to attack a target within range. This ability may be used in conjunction with Accuracy. Precision may not be used in conjunction with Dual. Precision gives a Specialist a bonus of 1d10 to hit for each AP spent on Precision.

Riposte

Usable with: Melee, *

Riposte gives Specialists the ability to quickly counterattack when they successfully defend against any melee attack until the beginning of their next turn. This counterattack is made using the weapon's normal to-hit dice plus a number of d10 equal to the AP spent on Riposte.

* The counterattack may be made with a ranged weapon, if appropriate, but only in response to a melee attack.

Simple Attack

Simple Attack allows a Specialist to fire a projectile weapon, throw a thrown weapon or strike with a melee weapon or unarmed attack to deal damage to a target. Each AP spent on Simple Attack allows the Specialist to add 1d10 to damage with a weapon upon a successful hit. This is in addition to the damage provided by weapon training. All Specialists begin play knowing this component, but it may only be applied to weapons with which the Specialist has taken weapon training.

Taunt

A Specialist with Taunt is able to get into the head of their opponent and draw their attacks. Instead of using a weapon or dealing damage, the Specialist shouts insults at their opponent. This attack automatically “hits”. Instead of dealing damage as normal, the Specialist rolls 3d10 per AP spent to set the strength of the taunt. The target must succeed on an Insight Reaction. If the target’s reaction roll is less than half, they must use all their AP on offensive actions directed at the Specialist on their next turn. If the target’s reaction roll is more than half, they aren’t compelled to use offensive actions, though any offensive actions they do take must be directed at the Specialist.

Wrestle

Usable with: Melee

Special: Must have 2 hands free

Wrestle allows a Specialist the opportunity to subdue an opponent, or to injure an already subdued opponent. To wrestle effectively, the initiating Specialist must have two hands free and must be within melee range. When Wrestle is used, the Specialist and the foe make opposed Toughness Reactions, with the Specialist gaining 1d10 to their check for each AP spent on Wrestle. If the defender also has the Wrestle component, they may likewise spend any AP they have to gain an additional 1d10 to their check per AP spent.

The winner of the opposed Wrestle check may choose to pin or disengage their opponent. If the losing opponent is already pinned, the winner may deal 1d10 blunt damage to the pinned opponent for each AP they spent on Wrestle.

Defensive

Defense

Defense provides 1d10 to armor/shield roll for each AP spent on Defense. If the Specialist is wielding a shield and uses this component, they gain a single additional 1d10 on their armor/shield roll, regardless of the number of AP spent on this ability. Specialists must spend the AP on this ability before making any defensive roll, including evasion. If the incoming attack is evaded, the AP spent on this component are still spent.

Evade

Evade allows a Specialist to dodge out of the way of incoming attacks. In order to learn Evade, a Specialist must have at least 1 degree of Evasion Training.

Each AP spent on Evade grants a Specialist an additional 1d10 to their evade roll. This is in addition to any evasion dice granted by Evasion Training and Unarmored Training. A Specialist must spend AP on Evade before they roll their evasion roll. This component may not be used to retroactively to increase a Specialist’s evasion roll one die at a time until it thwarts the attack roll.

Basic

Basic martial attacks are a step above simple. Though they are slightly more complex than simple maneuvers, Specialists can still learn them early on in their martial careers. A

Specialist must have at least 30 points in the appropriate martial stat, Proficiency for ranged, Toughness for melee or Stamina for defensive, to perform basic attacks.

Offensive

Aggressive

A Specialist with the Aggressive component may forego defense in favor of a more brutal attack. Each AP spent increases attack damage by 2d10 and reduces defense by 1d10 until your next turn. May not use more AP than you have defensive dice. You also forego using defensive components until your next turn.

Deception

A Specialist with Deception is able to attack opponents who have been deceived into believing they are dead. In order to use Deception, a Specialist must be able to convince an opponent they have died, such as by means of the Bluff skill. If the opponent is successfully deceived, the Specialist may attack when the opponent draws near to examine the body, or when the opponent attempts to leave the area. Each AP spent on Deception adds 1d10 to hit and damage, and reduces the target's evade roll by 1d10.

Distraction

A Specialist with the Distraction component is able to distract their opponent and leave them open to attacks. This Distraction deals no damage. Each AP spent increases effective damage dice by 1d10. On a failed Insight reaction, target takes 1d10 penalty to defense against the next attack per AP spent on Distraction.

Lacerating

Requirement: Slashing weapon

Specialists with Lacerating excel at opening wounds in targets that bleed excessively unless treated. When a Specialist makes a Lacerating attack, they add 1 damage to the attack per AP spent on the attack. On each of the Specialist's subsequent turns, wounds that have not been treated with first aid or magical healing gush blood, causing the target to take additional damage equal to the total AP spent on Lacerating.

Pinpoint

Pinpoint gives a Specialist the ability to hit small targets, such as foes behind cover, or engaged in melee combat. In general, a Specialist can hit a target of the same size without a penalty to attack. For each size category the target is smaller than the Specialist, the Specialist incurs a cumulative 1d10 penalty to attack. Each AP spent on Pinpoint is sufficient to reduce the penalty as though the target were 1 size category larger. Pinpoint can reduce some, or all, of the penalty for shooting at smaller targets. For example, if a large Specialist wants to attack a small size target (2 size categories smaller), they would normally incur a penalty of 3d10 on their attack roll (1d10 + 2d10 = 3d10). By spending 1 AP on Pinpoint, the large Specialist would instead suffer only a penalty of 1d10, treating the small target as if it were medium. By spending 2 AP, the large Specialist would eliminate the penalty altogether. In essence, the Specialist's eyes "zoom in" on the target, thereby making it easier to hit. Pinpoint can "zoom in" on a target to the

point of reducing the penalty to hit even miniscule objects (less than an inch) to zero, but it never gives a bonus to attack for spending AP beyond that point.

Quick

Quick allows a Specialist to load and fire, retrieve and throw or draw and attack with a weapon within the same action. The Quick component reduces the AP cost to draw or load a weapon to 1 AP. Without the use of this component, medium weapons cost 2 AP to draw or load, and large weapons cost 3 AP to draw or load.

Trip

Trip allows a Specialist to trip a target with a projectile, thrown or melee weapon. This attack attempts to sweep the target from their feet. If this attack hits, roll 1d10 per AP spent on Trip. Instead of dealing damage, the damage rolled sets the strength of the trip. The target must make an Agility Reaction. If the target rolls less than half the strength of the trip, they are knocked prone. If they roll more than half, but fail to beat the strength of the trip they have to spend double AP on movement actions until their next turn.

Withdraw

A Specialist with the Withdraw component may withdraw after making an attack. When using this component, a Specialist may take an immediate hop backwards of one movement unit after completing an attack. This may be done whether the attack succeeded or not.

Defensive

Parry

Usable with: Melee, *

Parry allows a Specialist to attempt to block attacks with their weapon instead of a shield. Parry provides plus 1d10 to defensive rolls against melee attacks for each AP spent on Parry, while using a weapon.

* Melee or ranged weapons may be used to parry against melee attacks.

Protect

Protect allows a Specialist to defend an ally against an intended attack. In order to use Protect, the Specialist must be within 1 MU of any point on a direct line between the attacker and the attacker's target. On a successful protection, the attack is defended as appropriate for any components used. For example, if used in conjunction with Catch against a fired arrow, the protector catches the arrow. If not used in conjunction with other components, the attack is simply blocked. If the protection attempt fails, the original target may still defend against the attack as normal, but the protector takes damage from the attack as though they were the target, and failed their defense roll.

Attempting to protect a target imposes a penalty on the Specialist's defensive action. This penalty starts at 5d10 for 1 AP and is reduced by 1d10 for each additional AP spent on Protect. At 5 AP, the penalty is negated (0d10). At 6 AP and above, the Specialist gains a bonus of 1d10 per additional AP spent on Protect.

Shadow

Specialists with Shadow are able to maintain the approximate distance between themselves and other creatures.

When used to follow another creature or maintain distance laterally, the Specialist may move up to their Speed Rating for each AP spent to maintain the distance between them and a target when the target takes an action that involves movement.

When used to retreat from another creature, the Specialist chooses a number of AP to spend, and moves a number of movement units equal to the AP spent times their Speed Rating away from the target when the target takes an action that involves movement.

Intermediate

Intermediate attacks are a step above basic. Martial Specialists require some training before they begin to learn intermediate attacks. A Specialist must have at least 45 points in their primary martial stat to perform intermediate attacks.

Offensive

Cheap Shot

A Specialist with Cheap Shot excels at attacking disabled foes. On a successful Cheap Shot against a foe who is stunned, paralyzed, or otherwise unable to defend themselves, this attack automatically deals full damage. If the damage dealt is more than the target's Endurance Score, the target is slain outright. Cheap Shot costs only 1 AP, but may not be used in conjunction with other components. Spending additional AP on Cheap Shot increases to-hit by 1d10, and damage dealt on a successful attack by 10.

Dual

Dual allows a Specialist to apply ranged attack components to an off-hand ranged weapon. To apply Dual, build the attack as normal and determine the degree. In order to apply the attack to the Specialist's off-hand, the Specialist must spend 1 AP per degree on Dual. For example, 1 AP for Simple, 2 AP for Basic, etc.

Harass

A Specialist with Harass excels at annoying opponents into attacking them. When a Specialist uses Harass, the effects apply to all attacks made in that round (even defensive attacks). Each AP spent on Harass bestows one aggression, or "aggro," token on any target who takes damage until the Specialist's next round. Using Harass adds additional aggro tokens with each subsequent use. At the beginning of its turn, any target with at least one aggro token must make Insight Reactions, the strength of which is set by the Specialist rolling 1d10 for each aggro token the enemy has accumulated. A target who rolls less than half the strength must use all AP to attack the Specialist on their next turn. A target who rolls more than half, but less than the strength may only target the Specialist with damaging components, but may choose not to attack. A target who rolls equal to, or greater than, the strength may choose to target someone other than the Specialist.

If a target with aggro tokens targets the Specialist, each AP spent in attacking the Specialist removes one aggro token.

Irregular Attack

A Specialist with Irregular Attack uses their weapon to deal alternative types of damage. Using Irregular Attack, the Specialist changes the way they attack to take advantage of the weapon's physical characteristics to deal piercing, slashing, blunt or hacking damage in place of its usual damage type. The weapon must be capable of dealing the specified damage type. For example, a Specialist could choose to do piercing, slashing, blunt or hacking damage with a sword, but could not be able to deal slashing damage with a maul or club.

Mobile

Mobile allows a Specialist to shoot or throw a weapon at a target while moving on foot. Normally, you may only move before or after an attack.

During any movement action a Specialist takes, the Specialist may spend additional AP on Mobile to attack while moving. Each AP spent is sufficient to allow 1 attack. For example, a Specialist who spends 3 AP on Mobile may make 3 attacks during their move action. Movement actions used in conjunction with Mobile must be in a straight line, though subsequent moves may be in different directions. The Specialist's attack(s) may be made from any point between the beginning and ending point of the move.

Pack Attack

Specialists with Pack Attack excel at working together to take down a single target as quickly and viciously as possible. Specialists derive the greatest benefit from Pack Attack by making consecutive attacks against the same target. For each successful Pack Attack made against a target, the target gains a Pack Attack token. For each Pack Attack token a creature has, they take a penalty of 1d10 to their Evasion against any other Specialist using Pack Attack. Furthermore, when using Pack Attack against a target that already has Pack Attack tokens, the Specialist may choose one additional effect to apply to their pack attack. Possible effects are additional Evasion reduction, armor/shield reduction, mitigation reduction, increased to hit or increased damage on a successful hit. The effect must be chosen prior to making the attack. Pack Attack increases or decreases the target's or Specialist's roll as appropriate.

Any creature that begins its turn with Pack Attack tokens immediately loses all Pack Attack tokens on them.

Pushback

A Specialist with Pushback may force opponents away from them. When using Pushback, roll damage as normal. Instead of dealing damage directly, the damage rolled sets the strength of the Pushback. If the opponent fails on a Toughness Reaction, they're pushed back by 1 movement unit for each AP spent on Pushback. A Specialist may not spend more AP on Pushback than the 10s digit of their Toughness Score. The Specialist may choose whether to move with the target or not.

Stun

Stun allows a Specialist to immobilize a foe for a short time on a successful attack. When making a Stun, roll attack vs defense as normal. If the attack succeeds, the attacker forgoes dealing damage. Instead, the attacker bestows negative AP counters. Each AP spent on Stun is sufficient to bestow 1 negative AP counter to the target. Specialists with negative AP counters may not take any actions other than to remove negative AP counters at the cost of 1 AP per counter. Negative AP counters last until removed by spending AP.

Defensive

Disarming Block

A Specialist with Disarming Block is able to knock the weapons out of foes hands on successfully blocking attacks. To use Disarming Block, a Specialist foregoes their evasion and armor dice to their defense roll. Instead, they only gain their shield dice and 1d10 per AP spent on Disarming Block. On a successful block, the attacker's weapon is knocked out of their hand.

Seize Weapon

Seize Weapon gives the Specialist the opportunity to take an attackers weapon from them, if they are within melee range. Seize weapon doesn't allow a Specialist to take ammunition or projectiles, but does allow them to grab the weapon that fires ammunition or projectiles, such as a bow or sling. Seize Weapon may only be used if the Specialist has at least one empty hand. If the seize attempt is successful, the Specialist disarms the attacker, and may choose to stow, hold or drop the weapon as part of the seize action. If Seize Weapon is used in conjunction with Defense or Parry, the Specialist may not spend more AP on Defense or Parry than they spent on Seize Weapon.

Attempting to seize an incoming weapon imposes a penalty on the Specialists defensive action. This penalty starts at 40 for 1 AP and is reduced by 5 for each additional AP spent. At 9 AP spent, the penalty is negated (0). At 10 AP and above, Seize Weapon gains 5 bonus for each additional AP spent on Seize Weapon.

Advanced

Advanced attacks are a step above intermediate attacks. Martial Specialists require extensive training before they can begin to learn advanced attacks. A Specialist must have at least 60 points in their primary martial stat to perform advanced attacks.

Offensive

Charge

A Specialist with Charge may apply the force of their movement to their weapon for devastating damage. Each AP spent on Charge Attack allows a Specialist to move a number of movement units equal to their Speed Rating, and adds 1d10 to their damage on a successful attack. Movement made with this attack must be in a straight line toward the target.

Deadly

Deadly allows a Specialist wielding a ranged weapon to hit their target with great accuracy, typically from cover or concealment, to do massive damage. Each AP spent on Deadly adds 1 point of bonus damage to each damage die rolled for the attack. For example, if a Specialist spends 3 AP on Deadly, they would roll 3d10, and add 3 points of bonus damage for each die, for a total of 9 bonus damage.

If other offensive components are used in conjunction with Deadly, the bonus damage applies all damage dice rolled. For example, if a Specialist spends 2 AP on Deadly and 2 AP on Mobile, the Specialist would roll a total of 4 damage dice, adding 4 bonus damage to each, for a total of 16 bonus damage.

Disable

A Specialist with Disable is able to use their weapon to pin or otherwise hinder the use of foes weapons or shields. On making a successful Disable, roll for damage as normal. Instead of dealing damage directly, the foe must make a Toughness Reaction versus the strength of the disabling attack. If the target rolls less than half the strength of the disabling attack, their weapon or shield is pinned until the end of their next turn. If the target rolls more than half, but less than the strength of the disabling attack, their weapon or shield is pinned until the beginning of their next turn. If they roll more than the strength of the disabling attack, their weapon or shield is not pinned. On a successful hit with this attack, the Specialist relinquishes the weapon used. Assuming the weapon remains intact, it may be recovered later.

Disarm

Disarm allows a Specialist to attempt to knock objects (typically weapons) out of the hands of their foes. Specialists must know Pinpoint or Parry in order to learn Disarm. Disarm is essentially the art of using Pinpoint to target a handheld object (or the hand holding the object) in order to cause the target to drop it.

To use Disarm offensively, a Specialist must know Pinpoint. The Specialist specifies the number of AP to spend and an object held by the target, then rolls to attack the target as normal. If the Specialist misses the target, the AP are still spent. If the Specialist hits, he or she rolls damage as normal. Instead of applying the damage to the target, this sets the strength of the disarming attempt. The target of disarming must succeed at a Toughness Reaction versus the strength of the disarm or lose hold of the object.

To use Disarm defensively, the Specialist must know Parry. When used defensively with a ranged weapon, the Specialist doesn't actually try to shoot the weapon out of their foe's hand, but instead uses their bow, crossbow or thrown weapon to attempt to knock the foe's weapon out of their hand. In order to apply this component, a Specialist must first successfully defend against the attack by beating the attacker's to-hit roll with their total defense roll (evasion and/or armor/shield). Upon successful defense, the Specialist spends the appropriate AP and rolls damage as normal. Instead of applying the damage to the target, this sets the strength of the disarming attempt. The target of disarming must succeed at a Toughness Reaction versus the strength of the disarm or lose hold of the object.

Hook Shield

A Specialist with Hook Shield is able to kick, hit, or otherwise push past an opponent's shield and invade their territorial bubble. A Specialist attempting to use Hook Shield rolls to hit as normal, adding 1d10 for each AP spent on Hook Shield. The target rolls defense adding their Evasion dice and Shield dice, but not Armor dice. If the Hook Shield roll equals or beats the target's Evasion and Shield rolls, the Specialist may make an immediate attack against the target, forcing the target to forego their Evasion and Shield rolls, as well as Shield mitigation.

Mounted

Mounted allows a Specialist to shoot or throw a weapon at a target while riding a mount. Normally, while mounted, you may only attack if your mount is stationary.

During any mounted movement action a Specialist takes, the Specialist may spend additional AP on Mounted to attack while moving. Each AP spent is sufficient to allow 1 attack. For example, a Specialist who spends 3 AP on Mounted may make 3 attacks during their move action. Movement actions used in conjunction with Mounted must be in a straight line, though subsequent moves may be in different directions. The Specialist's attack(s) may be made from any point between the beginning and ending point of the move.

Penetration

A Specialist with Penetration is able to forego attack and damage to bypass an opponent's armor. Each AP spent on Penetration decreases the target's armor roll (but not shield roll) and armor mitigation (but not shield mitigation) by 1d10.

Sadistic Strike

Specialists with Sadistic Strike enjoy taunting their opponents with, "Quit hitting yourself..." To use Sadistic Strike, a Specialist must be in melee range. When a Sadistic Strike is initiated, the target and the attacker roll opposed Toughness Reactions, with the attacker gaining 1d10 bonus to their roll for each AP spent on Sadistic Strike. If the attacker wins the roll, they may immediately deal damage to the target using the target's own weapon damage dice. If the target wins, they get to immediately deal their weapon's damage dice to the attacker instead. Regardless of who wins the opposed reaction, the only damage dealt with this attack is using the damage dice provided by the target's weapon.

Defensive

Bulwark

A Specialist with Bulwark may forego attacking to gain increased defense until their next turn. Each AP increases all defense rolls by 1d10 until the Specialist's next turn. When using Bulwark, the Specialist foregoes the ability to use components which result in damage to a target until their next turn.

Catch

Catch gives the Specialist the opportunity to catch incoming ranged attacks. Catch may only be used if the Specialist has at least one empty hand. If the Catch attempt is successful, the Specialist catches the missile, and may choose to stow, hold or drop it as part of the Catch action.

Attempting to catch an incoming missile imposes a penalty on the Specialists defensive action. This penalty starts at 40 for 1 AP and is reduced by 5 for each additional AP spent on Catch. At 9 AP, the penalty is negated (0). At 10 AP and above, the Specialist gains a bonus of 5 per additional AP spent on Catch. If the Specialist uses Catch in conjunction with Defense or Parry, the Specialist may not spend more AP on Defense or Parry than they spent on Catch.

Redirect

Redirect allows a specialist to redirect an incoming attack. On a successful redirection, the Specialist gains the ability to determine where, exactly, the attack finally lands. Attempting to redirect imposes a penalty on the Specialists defensive action. This penalty starts at 30 for 1 AP and is reduced by 5 for each additional AP spent. At 7 AP, the penalty is negated (0). At 8 AP and above, Redirect gives a bonus of 5 per additional AP spent on Redirect. If Redirect is used in conjunction with Defense or Parry, the Specialist may not spend more AP on Defense or Parry than they spent on Redirect.

Melee attacks subject to redirection instead hit a valid target within melee range of the attacker. The attacker keeps the same attack total including all pertinent modifiers. The new defender may choose to defend against this attack, however they may not again redirect the same attack.

Ranged attacks subject to redirection instead hit a valid target within the remaining range of the original attack, potentially to include the original attacker. The attacker keeps the same attack total including all pertinent modifiers. The new defender may choose to defend against this attack, however they may not again redirect the same attack.

Master

Master attacks are the strongest attacks Specialists can learn. Only the most dedicated martial Specialists will ever learn master level attacks. A Specialist must have at least 75 points in their primary martial stat to perform master attacks.

Offensive

Cripple Limb

A Specialist with Cripple Limb is able to disable the limbs of their foes with precision attacks. On a successful hit using Cripple Limb, roll damage as normal. Instead of dealing damage directly, this sets the strength of the Cripple Limb. The target must succeed at an Endurance Reaction versus the strength of this attack. Targets that roll less than half the strength of this attack lose the loss of that limb until they receive healing, whether by magic or first aid. Targets that roll more than half, but less than the strength of this attack lose the use of the limb for a number of rounds equal to the AP spent on this attack.

Dim Mak

Specialists with Dim Mak, or “touch of death” may attack certain pressure points in an enemy that cause the enemy’s heart to explode. This attack may not be made with a weapon. The attacker rolls their to-hit as normal. When the defender rolls their defense roll, they substitute their armor’s mitigation in place of their armor. The defender’s evasion and armor bonus from shields remain the same.

On a successful hit, roll 1d10 per AP spent on Dim Mak. Instead of dealing damage, the roll sets the initial strength of the Dim Mak. The defender must roll an Endurance Reaction against the strength of the attack. If the defender rolls less than half the strength, they are slain outright. If the target rolls more than half, but fails to beat the strength of the attack, they survive, but must continue making checks on the attacker's turn until they either succeed or fail or a number of rounds equal to the number of AP spent on Dim Mak elapses. If the defender rolls higher than the strength of the Dim Mak, they overcome it, and no longer need to make checks.

Disruption

Specialists with Disruption aim to hinder the focus of their opponents. Disruption may only be used on an opponent’s turn in response to an action which requires focus. To use this attack, the Specialist must hit the target and roll damage as normal, adding 2d10 per AP spent on Disruption. Instead of dealing damage directly, the target must succeed on a Focus Reaction, or lose their Focus.

Overwhelm

Overwhelm allows a Specialist to hit an opponent where it hurts most. In addition to dealing normal damage, a successful Overwhelm allows a Specialist the option to damage either the target’s Primary Martial Stat or Primary Magic Stat (attacker’s choice). The amount of damage to the primary stat is equal to the cumulative number of AP spent on the Overwhelm. For example, if a Specialist spends 5 AP on Overwhelm and the attack hits, the target would take 15 damage ($1 + 2 + 3 + 4 + 5 = 15$) to the chosen primary stat. Primary stat damage heals at the same rate as the target’s Vitality Points, or may be healed by magic.

If a target’s primary stat is dropped below the amount necessary to use a component, the target may not use those components until they regain their primary stat points. For example, a Specialist whose Primary Martial Stat is dropped below 75 may no longer use master level martial components.

Pierce

Pierce allows a Specialist to hit multiple targets in a straight line with a single thrown or projectile weapon. Each AP spent on Piercing Shot/Piercing throw is sufficient to allow a thrown or projectile weapon to hit 2 targets, in order from nearest to farthest, in a straight line from the attacker. For example, if a Specialist spends 3 AP on Pierce, the thrown or projectile weapon will hit up to 6 targets. When using this ability, make a single attack roll and a single damage roll. Each target hit by the weapon may defend against it separately. If any target manages to deflect, shield or snatch the weapon, no subsequent targets take any damage. Targets that manage to evade or dodge the weapon do not change the way this attack affects the remaining targets in any way.

Scatter Shot

Scatter Shot allows a Specialist to throw or shoot multiple weapons at numerous targets in a spread in front of the Specialist. Essentially, the Specialist grabs a handful of thrown weapons, or loads several projectiles into the same weapon, and makes a single attack against multiple targets within range in a 180 degree arc in front of the Specialist. Each AP spent on Scatter Shot is sufficient to increase the number of possible targets by 3. Each use of Scatter Shot consumes a number of projectiles or thrown weapons equal to 3 times the AP spent. If less ammunition is used, the maximum number of targets is equal to the amount of ammunition used.

Trick Shot

Trick Shot allows a Specialist to ricochet projectile or thrown weapons off surfaces. This allows a single projectile or thrown weapon to potentially hit multiple targets, and also to potentially hit targets that are around corners. Each AP spent on Trick Shot is sufficient to add an additional ricochet. For example, if a Specialist spends 1 AP on Trick Shot, the thrown weapon or projectile would bounce off one surface and hit another. If the same Specialist spent 3 AP on Trick Shot, the thrown weapon or projectile would bounce off 3 targets, and finally hit a 4th. Trick Shot or Trick Throw does not extend the range of the projectile, though this component may be used in conjunction with any other component that does extend range for projectiles. Total distance is measured as normal, with the direction changing between each point of contact on a surface until the final target is reached.

Whirlwind

Whirlwind transforms a Specialist into a terrifying cyclone of pain and destruction. A Whirlwind attack allows a Specialist to make a series of rapid strikes on any and every target within melee range. Each AP spent on Whirlwind is sufficient to allow the Specialist one attack against all targets within range. All targets that fail to defend take the same amount of damage. Each additional attack uses its own new attack and damage rolls, but in all other respects, behaves as the initial attack. Whirlwind may not be used in conjunction with any attack that requires precision to execute, such as Accuracy, Precision, Riposte, Wrestle, Deception, Pinpoint, Disable, Deadly, Mounted, Sadistic Strike, Cripple Limb, Dim Mak, Overwhelm and Trick Shot. The Keeper decides whether an attack may or may not be used in conjunction with Whirlwind.

Defensive

Offensive Defense

Specialist with Offensive Defense may make offensive actions in reaction to an opponent's actions. Each AP spent on Offensive Defense allows a Specialist to spend 1 AP on an offensive combat action to use defensively on another creature's turn. For example, if a Specialist wishes to use 3 AP of Focused Strike against an attacker, they would need to first spend 3 AP on Offensive Defense (for a total of 6 AP). The defender's Offensive Defense occurs after the attacker's attack.

Rhino Hide

Rhino Hide allows a Specialist to mitigate additional damage from incoming attacks. In order to learn Rhino Hide, a Specialist must have Armor Training, Evasion Training, Shield Training or Unarmored training. In order to use Rhino Hide defensively, the conditions for the prerequisite training must be in effect. E.G. a Specialist with Armor Training as a prerequisite to Rhino Hide must be wearing armor to use Rhino Hide. Specialists with more than one of the prerequisite trainings only need to meet one of the conditions. So a Specialist with Armor Training and Shield Training may use Rhino Hide if they have either armor or shield, or both armor and shield.

Each AP spent on Rhino Hide allows a Specialist to roll an additional d10 for damage mitigation versus incoming attacks. The Specialist must spend AP on Rhino Hide prior to determining success or failure of the incoming attack.

Martial Training

Weapon Training

Specialists trying to use weapons without training do so at a penalty. Small weapons and wands give an attack penalty of 1d10. Medium weapons and rods give a penalty of 3d10 when wielded with one hand, or a penalty of 2d10 when wielded with 2 hands. Large weapons and staves give an attack penalty of 4d10. A specialist may not use components other than Simple Attack when using an untrained weapon. A specialist with even 1 degree of weapon training with a given weapon no longer takes a penalty when using that weapon and may now use martial and/or magic components with that weapon.

A specialist may only apply components to attacks made with weapons of equal or better training. For example, a Specialist may only use simple components with a weapon if they only have simple training in that weapon. If the Specialist has intermediate training in a weapon, they may use simple, basic or intermediate martial components with that weapon.

A Specialist with training in wands, rods or staves may apply the weapon's to-hit and damage to spells they cast while wielding the weapon, but only if the spell's degree is lower than or equal to the Specialist's degree of training in that weapon.

A Specialist may approach Weapon Training one of two ways. They may select a specific weapon they like, such as katana or crow bill, then figure out what size it is (in this case, both are medium). Conversely, they may choose between ranged and melee then choose a size, such as small and ranged or large and melee, then figure out weapons that fit into those categories, such as a hand crossbow or a splitting maul respectively. Wands, rods and staves may be considered melee or magical, interchangeably.

All weapons have at least one damage type. The damage types are slashing, piercing, blunt and hacking. For weapons that have more than 1 damage types, such as a sword, which has slashing, hacking, piercing and possibly blunt, a Specialist may choose one damage type in which to train at simple Weapon Training. At intermediate Weapon Training, the Specialist may choose another damage type. Finally, for master Weapon Training, the Specialist may choose a third damage type. In order to deal a different damage type with a weapon than the Specialist has trained for, the Specialist would need to use the Irregular Attack component. For example, if a

Specialist has trained to master degree in medium melee with slashing, hacking and piercing, and find themselves needing to deal blunt damage, they could use Irregular Attack to do so.

Weapon training covers all weapons of similar size and damage type which are melee or ranged, as appropriate. For example, a Specialist who chose medium slashing melee weapons could use a long sword, rapier or katana with equal skill, but not an axe, mace or club. Similarly, a Specialist who chose katana and blunt could also still use the club, mace, long sword, etc. as blunt weapons only.

Each degree of Weapon Training gives a Specialist an additional 1d10 on the Specialist's to-hit rolls made with applicable weapons. A Specialist requires a minimum Toughness score, for melee weapons, or Proficiency score, for ranged weapons, of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. To train with wands, rods and staves, the Specialist needs to meet the prerequisite score in Charisma, Intelligence or Insight to use it as a magic weapon, or Toughness to use it as a melee weapon.

Favored Weapon

Specialists who favor a particular weapon may train more extensively in that weapon to derive greater benefits from their training. For example, a Specialist who favors katanas may choose to use katanas exclusively. A Specialist may not take more degrees of Favored Weapon than they have in Weapon Training which is applicable to the appropriate weapon. In the case of the katana, this would be medium melee weapons.

Each degree of Favored Weapon gives the specialist an additional 1d10 to damage only when using the specific named weapon. Using other weapons still gives the Weapon Training bonus if applicable, but not the Favored Weapon bonus. For example, a Specialist with a katana as their favored weapon would gain their Weapon Training bonus while using a long sword, but would not gain the Favored Weapon bonus.

Unarmed Training

A Specialist with Unarmed Training may treat attacks made without weapons as though they were made with weapons. Unarmed attacks are treated as small, blunt weapons. Unarmed Training also allows a Specialist to take degrees in Favored Weapon (Unarmed).

Unarmed Piercing/Slashing/Hacking

A Specialist with Unarmed Piercing/Slashing/Hacking training may treat their unarmed attacks as though they were made with a piercing, slashing or hacking weapon, as appropriate. A Specialist may not take more degrees of Unarmed Piercing/Slashing/Hacking than they have degrees in Unarmed Training. A Specialist may only make Unarmed Piercing/Slashing/Hacking attacks with components of equal or lesser degree than they have in Unarmed Piercing/Slashing/Hacking. The first degree of Unarmed Piercing/Slashing/Hacking allows the Specialist to choose one of the three damage types to add to their unarmed attacks. At intermediate, they may choose another damage type. At master, the Specialist gains the final damage type, and may treat any unarmed attack as blunt, piercing, slashing or hacking as they see fit.

Dual Wield

Dual Wield training allows a Specialist to use a weapon in each hand. Without Dual Wield training, a Specialist attempting to use two weapons takes a penalty for each weapon to all actions involving weapons. The penalty is 1d10 for small and 2d10 for medium weapons. Thus, attempting to use two small weapons gives a total penalty of 2d10 for all weapon based actions, using a small and medium weapon together gives a total penalty of 3d10 to all weapon based actions, and using two medium weapons gives a penalty of 4d10. Dual wield may be applied to two melee weapons or two ranged weapons, but not one of each.

A Specialist's degrees in Dual Wield may not surpass the training degrees the Specialist has in their highest trained weapon. For example, if a Specialist's highest trained weapon is intermediate training in a short sword, the Specialist may train up to intermediate Dual Wield, but may not train advanced or master Dual Wield.

When dual wielding, a Specialist may only apply training up to the lower of the two weapons wielded on attacks. For example, if a Specialist uses a short sword (intermediate) in one hand, and a mace (basic) in the other hand, the Specialist may only apply up to basic Dual Wield (the lower of intermediate and basic). In this case, the Specialist may only apply up to basic components to attacks made while dual wielding.

Evasion Training

A Specialist may choose to train their bodies to evade potentially harmful attacks. To train in evasion, a Specialist requires a minimum Agility score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Each degree of Evasion Training grants the Specialist 1d10 to their evasion roll. This bonus applies whether they wear armor or not.

Armor Training

A Specialist may choose to wear armor. Without training in armor, a Specialist gains the benefits of the damage mitigation granted by the armor, but the Specialist takes a penalty to defense equal to the mitigation gained by the armor worn. For example, a Specialist wearing light armor would gain 2d10 mitigation but take a penalty of 2d10 to defense rolls. In addition, a Specialist's AP per turn is reduced by 1 for each 5-point increment by which their Stamina is lower than the requirement. For example, a Specialist with 13 Stamina attempting to wear light armor (a requirement of 30 Stamina) would take a AP penalty of 4, since they are within the fourth 5-point increment below 30.

A Specialist who is trained in armor has no penalty for wearing that armor, and gains the appropriate bonuses to defense rolls, as well as the mitigation granted by the armor. Armor training requires a minimum Stamina score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Each degree of Armor Training a Specialist takes grants them an additional 1d10 to the armor portion of their defensive rolls.

Armor Conditioning

Specialists who have taken armor training may also take armor conditioning. Armor conditioning is the process of becoming used to the feel of, and being more comfortable in, armor. A Specialist's armor conditioning degree may not surpass their degrees in armor training with that armor. For example, a Specialist with intermediate armor training may take up to intermediate armor conditioning, but may not take advanced armor conditioning without first taking advanced armor training.

Specialists may take Armor Conditioning in cloth, light, medium and heavy armors separately. A Specialist requires a minimum Stamina score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Basic through master degrees of armor conditioning reduce the effective weight of armor worn (but not shields carried) by 25% each. This means that a Specialist with master armor conditioning treats their armor worn as though it were weightless. This reduction doesn't apply to armor that is carried but not worn.

Specialists gain an additional 1d10 to their damage mitigation provided by armor for each degree they have in Armor Conditioning while wearing their chosen type of armor.

Unarmored Training

A Specialist may also choose to not wear armor. Specialists may train in unarmored defense as opposed to armored defense. To train in unarmored defense, a Specialist requires a minimum Agility score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Specialists trained in unarmored defense gain no damage mitigation, however they gain 2d10 to their evasion roll for each degree; a total of 10d10 for master rank, while wearing no armor.

Armored Casting

Armored Casting is for Specialists who want to wear armor and cast spells. A Specialist may only take Armored Casting in an armor type in which the Specialist has Armor Training. Armored Casting is advanced training for the Specialist so that they, in effect, get used to wearing specific types of armor while casting. Normally, when a Specialist is wearing armor and wants to cast spells, the weight and bulk of the armor being worn interferes with the casting process.

Normally, a Specialist attempting to cast a spell while wearing armor takes a penalty based on the highest degree of magic component used in the spell. This penalty is 1d10 for simple, 2d10 for basic, 3d10 for intermediate, 4d10 for advanced and 5d10 for master. This penalty doubles if the Specialist also lacks the appropriate degree of training in the armor they are wearing. A Specialist with Armored Casting training no longer takes the penalty for spells whose highest degree component is lower than or equal to their degrees of training in Armored Casting. For example, a Specialist with intermediate Armor Training and basic Armored Casting training could cast simple or basic spells without penalty. If this Specialist attempted to cast a spell with an intermediate component, they would take a 3d10 penalty to hit with the spell. If the same Specialist tried to cast an advanced spell, they would take a penalty of 8d10 to hit (4d10 for lacking the proper Armored Casting training, and doubled for lacking the appropriate Armor Training.)

Shield Training

Without Shield Training, Specialists suffer an attack and defense penalty of 1d10 for using small shield, 2d10 for medium shields, 3d10 for large shields, and a penalty of 4d10 for attempting to use a tower shield.

A Specialist with even a single degree of Shield Training no longer takes these penalties with the appropriate type of shield. When taking degrees of training, a Specialist chooses from small, medium, large and tower. A Specialist requires a minimum Toughness score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Each degree of

Shield Training gives the Specialist an additional 1d10 to the shield portion of their defensive rolls.

Favored Shield

Specialists who favor a particular shield may train more extensively in that shield to derive greater benefits from their training. For example, a Specialist who favors tower shields may choose to use tower shields exclusively. A Specialist may not take more degrees of Favored Shield than they have in Shield Training which is applicable to the appropriate shield.

Each degree of Favored Shield gives the specialist an additional 1d10 to their damage mitigation rolls provided by the shield only when using the specific shield.

Shield Attack

Shield Attack training allows a Specialist to use a shield as though it were a melee weapon. A Specialist may attempt to attack with a shield without training, but the Specialist does so with a penalty of 1d10 for small, 2d10 for medium shields, 3d10 for large shields, and a penalty of 4d10 for tower shields.

A Specialist may not train higher degrees of Shield Attack than they have in Shield Training.

A Specialist with shield attack training gains a bonus on attacks equal to the shield's defense and a damage bonus equal to its damage mitigation (4d10/1d10 for small, 3d10/2d10 for medium and 2d10/3d10 for large, and 1d10/4d10 for tower). Each degree of Shield Training gives the Specialist an additional 1d10 on to-hit rolls made to attack using the appropriate shield. All attacks made with basic, unmodified shields count as blunt damage. Shields modified with spikes or sharpened edges can deal piercing, hacking, or slashing damage, as appropriate.

Dual Shield

Dual Shield training allows a Specialist to use a shield in each hand. Without Dual Shield training, a Specialist attempting to use two shields takes a penalty for each shield to all actions involving shields. The penalty is 1d10 per small shield, 2d10 each for medium shields, 3d10 each for large shields and 4d10 each for tower shields. Thus, attempting to use two small shields gives a total penalty of 2d10 for all shield based actions, using a small and tower shield together gives a total penalty of 5d10 to all shield based actions, and using two tower shields gives a penalty of 8d10. Specialists attempting to make shield attacks with dual shields, who do not have training in Shield Attack suffer these penalties in addition to the penalty for not being trained in Shield Attack. Continuing with the previous example, a Specialist without dual shield training attempting to make a shield attack with two tower shields would suffer 16d10 to attack with both shields. A Specialist may not use Dual Strike with shields without the appropriate training in both Shield Attack and Dual Shield.

Regardless of whether or not the Specialist is trained in Shield Attack, a Specialist with Dual Shield training may choose to use two equipped shields for defense. In order to use components other than Defense with two shields, a Specialist requires degrees in Dual Shield and degrees in Shield Attack equal to or greater than the prospective components. For example, a Specialist wishing to use Stun (intermediate) with dual shields would need to have at least intermediate training in Dual Shields and intermediate training in Shield Attack.

Double Threat

Double Threat training allows a Specialist to use a melee weapon in one hand, and a ranged weapon in the other hand. Without Double Threat training, a Specialist may use only the melee weapon or the ranged weapon in the same action, but not both. Double Threat training requires training in each of the weapons to be used. For a weapon to be used with Double Threat, the Specialist must be capable of using the weapon in one hand. For example, a Specialist could use an appropriately sized crossbow with a dagger, but would never be able to use a compound bow (which unquestionably requires both hands to operate) in conjunction with the dagger. Specialists with more than 2 arms may be able to wield a bow with a melee weapon at the Keeper's discretion. In order to use components with a melee and a ranged weapon, a Specialist requires degrees in Double Threat equal to or greater than the prospective components. For example, a Specialist wishing to use Trip (basic) with a crossbow and a dagger, the Specialist would require at least basic training in the crossbow, basic training in the dagger and basic training in Double Threat.

Berserking

Specialists may ingest an addictive, toxic drug called "Heift" to enter a berserker rage. The chemical gives temporary benefits, but also has drawbacks, such as withdrawals when the drug isn't taken, a stupor state when the drug wears off, and possibly even death if too much is taken.

Taking Heift

Taking doses of Heift costs 1 AP per dose, as the substance comes in thick, sticky nuggets or cubes. If a Specialist takes a number of doses greater than their Endurance Score divided by 10, rounded down, the dose is lethal. A lethal dose increases the bonuses from the berserker rage state, but automatically ends with the Specialist's "blood death", as the acidity of the toxin in their veins melts out through their skin.

Taking Heift puts the Specialist into a berserker rage the turn after it is taken. The immediate effects of taking Heift are bonus Vitality points and bonus AP. The amount of bonus Vitality points the Specialist gains is equal to their Endurance Score times the number of doses they took. For example, a Specialist with 23 Endurance who takes 2 doses would gain 46 Vitality points for the duration of the drug's effect, which ends the round after the last AP gained from the drug is spent, at which point their stupor begins. The number of bonus AP a Specialist gains is equal to the number of doses they took times 5. Continuing with the previous example, the Specialist who took 2 doses would gain 10 AP. These AP may be spent in addition to the AP per turn the Specialist gains from their Speed Rating.

Berserk State

While in the Berserk state, Specialists are not capable of the patience or focus it takes to make complicated mental maneuvers such as spells or wielding projectile weapons. For this reason, ranged attacks a Specialist makes while in a Berserk state may only be made with thrown weapons. In addition, on their action, they may only take additional doses of Heift or use the following martial components:

Simple	Basic	Intermediate	Advanced	Master
Desperation	Aggressive	Cheap Shot	Charge	Overwhelm
Distance	Quick	Dual	Hook Shield	Pierce
Simple Attack		Mobile		Scatter Shot
Wrestle		Pushback		Whirlwind
		Stun		

A Specialist must spend a number of these bonus points each round at least equal to the number of doses taken. Again, using the previous example, the Specialist who took 2 doses of Heift would have to spend at least 2 of his 10 bonus AP each round. Taking subsequent doses increases the remaining bonus AP as well as the minimum AP to be spent per round, in addition to more bonus Vitality points. If the Specialist in the previous example took another dose 2 rounds after their first doses, they would gain another 5 AP to be added to their remaining bonus AP, if any, and now must spend 3 AP per round until the drug wears off. If the Specialist has fewer bonus AP than the requisite number, they simply spend all remaining points. The Specialist in this example would also gain another 23 bonus Vitality points, to be added to any remaining bonus Vitality points left from the first 2 doses. For this Specialist, a third dose also becomes a lethal dose, meaning they die immediately after their stupor ends.

Stupor

When the berserk state ends, a Specialist who has taken doses of Heift goes into a stupor. During the stupor, the Specialist gains negative AP counters equal to the doses they took times 10. For example, if a Specialist took 2 doses of Heift, they would gain 20 negative AP counters as soon as they use the last of the bonus AP from the rage. For each round in which the Specialist has negative AP counters, they must spend a minimum of 1 AP to negate a negative AP counter, though they may spend up to all their AP per round.

If, at any point during the stupor, the Specialist takes additional doses of Heift, they gain additional benefits as normal. This increases the effective dose as appropriate as well. Following the previous example, if a Specialist had taken 2 doses of Heift and entered the stupor, then took another dose, all effective values are calculated as though the Specialist had taken 3 doses of Heift. Thus, they would still need to spend a minimum of 3 AP per round, and if 3 doses is lethal, the Specialist would still die immediately after their stupor ends. At the end of the renewed rage, the Specialist would gain the full number of negative AP counters for 3 doses, regardless of how many counters had previously been negated. Thus, in the given example, the Specialist would gain 30 negative AP counters, regardless of how many they had negated in their previous stupor.

Lethal Dose

If a Specialist takes a lethal dose, they lose the ability to distinguish friend from foe as hallucinations overcome their senses. Such a Specialist has equal chances of hitting any creature

or Specialist within range. In this case, the Specialist should determine their attack and roll to hit before determining the target. On a successful hit, the Specialist rolls damage as normal.

A lethal dose always ends with the “blood death” of the Specialist. No amount of healing or temporary hit points prevents it. A Specialist who takes a lethal dose may later be resurrected via the use of a Life spell. In such a case, any withdrawal symptoms don’t begin until 24 hours after resurrection, if the Specialist doesn’t take any further doses.

Addiction

A Specialist who has taken Heift, and fails to continue taking it begins to experience withdrawal symptoms 24 hours after their last dose. These withdrawal symptoms come in stages, starting with physical pain, followed by hallucinations and finally potential death. A Specialist may take a dose at any time to alleviate the withdrawal symptoms.

Any Specialist who has ever taken Heift gains an addiction level. The addiction level of a Specialist is equal to the highest number of doses the Specialist has ever taken at one time. For example, a Specialist who has taken 4 doses of Heift at one time, and has never taken more than that at one time, would have an addiction level of 4, even if 4 doses was a lethal dose.

Withdrawal

Withdrawal symptoms last for a number of weeks equal the Specialist’s addiction level. For example, if the Specialist’s addiction level is 4, their withdrawal symptoms would last 4 weeks.

The first stage of withdrawal symptoms is the physical pain stage. For the entirety of the withdrawal period, any time a Specialist attempts to take actions which require the use of AP, such as a round of combat, the Specialist must succeed on an Endurance Reaction or lose AP equal to the Specialist’s addiction level. The save difficulty is equal their addiction level multiplied by five. For example, if the Specialist has taken 3 doses, their save difficulty would be 15.

The second stage of withdrawal symptoms is the hallucination stage. This stage begins after a number of days equal to the Specialist’s addiction level multiplied by 3. For example, a Specialist with an addiction level of 3 would begin this stage after 9 days. For the remainder of the withdrawal period, the Specialist must now make an Intelligence Reaction against hallucination any time a potentially stressful event occurs. The difficulty of this reaction is equal to 4 times the Specialist’s addiction level. For example, a Specialist with an addiction level of 3 would have a difficulty of 12. Upon failing a save, the Specialist becomes aggressive for a number of rounds equal to their addiction level, and begin attacking anything and everything within range as hallucinations overwhelm their senses. For each round of this aggression, the Specialist will attack the nearest target, whether friend or foe. Roll randomly if more than one target are equal distance. These Intelligence Reaction rolls are in addition to (or can be potentially caused by) the pain saves.

The final stage of withdrawal symptoms is the dying stage. This stage begins after a number of days equal to the Specialist’s addiction level multiplied by 6. For example, a Specialist with an addiction level of 3 would begin this stage after 18 days. During this stage, a Specialist must make Endurance Reaction rolls versus death every 12 hours. The reaction difficulty is equal to the Specialist’s addiction level times 3. For example, a Specialist with an addiction level of 3 must make a reaction with a difficulty of 9. On a failed reaction, the

Specialist's body simply gives out, and they die. During this stage, the Specialist must still make pain and hallucination reactions as normal.

If a Specialist manages to survive their withdrawal period, they are still addicted to Heift, and continue to have an addiction level, though they no longer suffer withdrawal symptoms until such time as they take another dose. A Specialist who has survived the withdrawal is still an addict, albeit a reformed addict.