

Characteristic Checks

If you roll the characteristic or less, you succeed.

Skill checks are characteristic checks, but specific modifiers apply. If you take the skill more than once, add +10% each additional time, up to +20%. For basic skills, if you lack the skill you must roll at half the characteristic. For advanced skills, if you lack the skill you can't even try.

Many talents give bonuses for some characteristic or skill checks.

Difficulty	Skill Modifier
Very Easy	+30%
Easy	+20%
Routine	+10%
Average	None
Challenging	-10%
Hard	-20%
Very Hard	-30%

Hit Location

Reverse the digits of the percentile attack roll.

%	Location
01-15	Head
16-35	Right Arm
36-55	Left Arm
56-80	Body
81-90	Right Leg
91-00	Left Leg

Weapon Qualities

Armour Piercing: -1 to target's Armour Points.

Balanced: No attack penalty for wielding it in your secondary hand.

Defensive: +10% to parrying.

Experimental: On an attack roll of 96-98, it jams. On a roll of 99-100, it explodes.

Fast: -10% to target's parry or dodge.

Impact: Use the higher of 2d10 for damage.

Precise: +1 to critical hit value.

Pummeling: +10% to Strike to Stun attempts.

Shrapnel: Automatic hit on a 2-yard-wide area up to the maximum range. Each target must make an Agility check or take the damage.

Slow: +10% to target's parry or dodge.

Snare: Target must make an Agility check or be trapped. A trapped target can't do anything except try to escape (Strength or Agility test). Attacks against a snared target are at +20%.

Tiring: Impact applies only in the first round.

Unreliable: On a roll of 96-99, the weapon jams. On a roll of 00, it explodes.

Combat Rounds

Roll Initiative: 1d10 + Agility.

Surprise: Can't act in the first round.

Full Action: Takes the whole round.

Half Action: Takes half the round.

Free Action: Effectively takes no time.

Cannons and Siege Engines

Massive damage is rated in multiples, not additions. Grape shot uses the Shrapnel quality.

Ballista	*2
Giant weapon	*2
Small cannon	*3
Mangonel or catapult	*4
Medium cannon	*5
Trebuchet	*6
Large cannon	*7
Massive cannon	*10

Armour

Armour Points add to the Toughness Bonus. Most armour pieces stack—chain on leather, plate on chain—adding protection but increasing bulk.

Leather armour (1 AP): No penalty

Mail armour (2 AP): -10% Agility.

Plate armour (3 AP): -1 Movement.

Combat Actions

Aim (Half): +10% if the next action is an attack.

All-Out Attack (Full): Attack at +20%, but you can't parry or dodge.

Cast (Varies): Attempt to cast a spell.

Charge (Full): Move up to four times your Movement in yards and attack at +10%.

Defensive Stance (Half): -20% to melee attacks against you, but you can't attack this round.

Delay (Half): Hold any half action until later.

Disengage (Full): Break off from melee combat safely. Moving away without disengaging gives each opponent a free attack.

Feint (Half): Opposed Weapon Skill test. If you win and your next action is an attack, the target can't dodge or parry it.

Guarded Attack (Full): Attack at -10% but gain +10% to parries and dodges.

Jump/Leap (Full): Jump down or leap across something. See page 138.

Knock Down (Half): Make an unarmed attack; if successful, the target must make a Strength or Agility test or fall down.

Manoeuvre (Half): Force opponent to move 2 yards. Requires opposed Weapon Skill test.

Move (Half): Move up to twice your Movement characteristic in yards. (You can move up to your Movement characteristic in yards as a free action if you don't take a move action.)

Parrying Stance (Half): Prepare to parry one incoming blow.

Ready (Half): Draw a weapon or item.

Reload (Varies): Reload a missile weapon.

Run (Full): Run at six times your Movement characteristic in yards. Ranged attacks are at -20% to hit you but melee attacks are at +20%.

Stand/Mount (Half): Get up or get on an animal.

Standard Attack (Half): Make one attack. Only one per round.

Strike for Vitals (Full): Attack at -20%. Damage is automatically 10. Ulric's Wrath applies.

Swift Attack (Full): Make a number of attacks equal to your Attacks characteristic.

Use a Skill (Varies): Make a skill test.

Dodge and Parry

With the parrying stance action, or a secondary weapon such as a shield, you can attempt to parry a melee attack that hits you. Make a Weapon Skill test to block the attack.

With the Dodge Blow skill, you can make a Dodge Blow test to avoid a hit.

You can parry once per round and dodge once per round, but you can't try to parry and dodge the same attack. You can't parry or dodge ranged attacks.

Two-Weapon Fighting

You may use either weapon to attack. The secondary weapon attacks at -20% unless it's a balanced weapon. No extra attacks.

You can parry as a free action once per round. You can still parry only once per round.

Primary weapon must be: Dagger, Flail, Foil, Hand Weapon, Morning Star or Rapier.

Secondary weapon must be: Buckler, Dagger, Hand Weapon, Main Gauche, Shield or Sword-Breaker.

Other Modifiers and Options

Shooting Into Melee: -20% to hit.

Extreme Range: -30% to hit.

Ulric's Fury: If your damage die rolls 10, make another Weapon Skill test. If it succeeds, add 1d10 to damage. If that's also a 10, add another 1d10.

Unarmed Combat: Unarmed attacks do SB-4 damage. Armour counts double.

Unexpected Attack: +10% to hit if not attacking with your most damaging weapon or if you otherwise take the target by surprise.

Grappling: Hit with an unarmed attack. If successful, the target must make an Agility test. If it fails, the target is grappled. A grappled character can take no action except attempting to break free with an opposed Strength test. The attacker can maintain the hold with a full action, or attempt to harm the target for normal unarmed damage with an opposed Strength test. Neither character can dodge or parry. Attacks against the grappled character are at +20%.

Damage and Healing

Lightly Wounded: Four or more Wounds remaining. No penalties. Recover 1 Wound per hour of rest.

Heavily Wounded: Three or fewer Wounds remaining. -10% to all actions. Recover 1 Wound per day of rest.

Severely Wounded: Zero Wounds. -20% to all actions. Recover 1 Wound per week of rest.

Stunned: Can take no actions. Attacks against you are at +20%.

Helpless: Can take no actions. Attacks against you automatically hit for +1d10 damage.

Critical Hits

If a hit reduces you to zero Wounds, you must make an immediate Fear test. An NPC reduced from full Wounds to 0 Wounds in one blow is instantly incapacitated (if hit in an arm or leg), left dying (body; roll Willpower once per round to survive), or killed (head).

If you're at zero Wounds and you take a hit, it's a critical hit. See page 133. Against an NPC, a critical hit incapacitates if it does 1 to 5 points of damage and kills (or leaves the victim dying) if it does 6 or more damage.

Fortune Points

You can use a fortune point to get a lucky break. You get all your fortune points back the next day.

- Reroll a failed roll.
- Gain an extra parry or dodge attempt.
- Roll 2d10 for Initiative instead of 1d10.
- Gain an extra half action.

Casting Spells

Roll 1d10+1 per point of your Magic characteristic. If you roll the spell's target number or higher, the spell works.

If every die in your spellcasting roll comes up 1, you must make a Channelling test or gain 1 Insanity Point.

If you roll more than one die and they come up matching, some weird magical event happens; see page 142.

Learning Skills and Talents

You can learn a basic skill not in your career for 200 exp. You can learn an extra instance of a talent that has multiple versions for 200 exp.