Tests

Success Level	Acrobatics	Bluff	Gossip	Meditation
Botch, Overwhelming Failure	Take 1 Fatigue, sent reeling and position doesn't change	Lie so badly you insult the other person.	You commit an embarrassing faux pas.	Nothing
Failure	Sent reeling & position unchanged.	The other person sees your bluff.	You get nothing.	Nothing
Tie	Unchanged position but act normally	They are suspicious of your claim.	Get the latest buzz. Often wrong.	Nothing
Success	Change position and choose new maneuver this round.	They believe you.	Get the latest news.	1 Spell Point
Overwhelming Success	Change position and choose new maneuver this round	You have converted them to your cause!	You get the inside information!	2 Spell Points and you get a free reroll
Required Roll:	Speed & Acrobatics vs. Position Chart Difficulties	Mind OR Will, Charisma & Fast Talk vs. Mind & Psychology	Etiquette, Carousing, Race, Streetwise, OR Career vs. Town size	Wizard Trait & Meditation vs. Distraction Table

Position Chart Difficulties

Position Chart Difficulties	Dice
From kneeling to standing	2d8
From lying down to standing	2d10
From falling to flying (if appropriate)	2d8
Off Balance (from Reeling)	not permitted

Town Size	Dice
Hamlet (population 10+)	d6
Village (population 100+)	d8
Town (population 1,000+)	d10
City (population 10,000+)	d12

Distraction Table	Dice
In your private lodge in a place of magic power	None
A nice, quiet spot.	2d4
A private room at an Inn or normal household.	2d6
A room shared by others.	2d8 or worse
A noisy, boisterous place.	2d10 or worse

Contests of Strength	Dice
Break down an inner door.	2d8
Break down a barred door.	2d12
Lift a Big Gate	4d12
Arm wrestle someone else	vs. Str

Hiding

Mind, Camouflage, Stealth vs. Mind & Observation

Using a skill without any skill

Roll your Mind twice and take the lower value

Knowledge Tests

Field of Knowledge & Mind vs. Mind & Observation

Knowledge Tests	
History or Legend	Lore
Landmarks, Local Offices, Points of Interest	Area Knowledge
Guild Structure and Procedures	Appropriate Career
Local Laws, Judges & Rules	Law
Habits of Animals, marks And breeds	Animal Handling

Leadership Table	Dice
Outnumbered 2-1 or more	2d8
¼ of your group is down	2d4
½ of your group is down	2d8
¾ of your group is down	2d10
Rally ally from abnormal Mental State	Original difficulty

Charisma & Leadership vs. Difficulty

Leadership Results	
Botch, Overwhelm Failure	Full rout!
Failure	Partial rout. The number rolled is how many flee.
Tie	Stand ground unless a coward or craven
Success	Rally! Cure 1 ally
Overwhelming Success	Heroic rally! Never say die! & cure 2 allies of abnormal mental state

Benefits of Focus

For Defense	+1 Bonus on 1 Defense roll (Parry, Block, Dodge)
To Hit	+1 on To-Hit Dice
To Reduce Spell Cost	Reduce by 1 Magic Point, down to zero
To Remove Awkwardness	May choose easy maneuver
Interrupt	"Act" to interrupt someone with higher initiative
Focussed Attack	Treat Successful attack as Overwhelming Success To Hit Cumulative with maneuvers

Reeling, Guarding, Abnormal Mental States disrupt focus

Reeling Resolution

Botch	Fall down, drop weapon, Reeling, lose 1 Fatigue
Overwhelmingly Fail	Fall & Reel
Fail	Reel
Tie	No effect
Success	No effect
Overwhelming Success	No effect, scoff at attacker

Ambush!

Ambushers use the lowest Speed score and the highest else wise for multiple characters. Targets use the highest dice of all characters.

Circumstance	Ambusher	Target		Result	Ambusher	Target
Not expecting trouble	Speed	Sixth Sense		Ambusher Botches	Normal State	Focused
Ready for trouble! (Normal during daytime or alert Guards at Night)		Mind		Target Succeeds	Normal State	Normal State
				Tie	Normal State	Focused
Known Area	Area Knowledge	Area Knowledge		Ambusher Succeeds	Focused	Normal State
Good Hiding Place	Camouflage, Stealth	Observation		Target Botches	Focused	Reeling
Traitor in the Midst	Traitor's Fast-Talk	Psychology				

Positions!

Position	Defense	Attack	Move	Acrobatics
Standing	Normal	Normal	Normal	None
Kneeling	-1 dodge, no retreat	-1 to all weapons except for crossbows, guns & magic	None	2d8 to stand
Lying Down	-1 on all defense, but can retreat by rolling away.	-1 to all weapons except for crossbows, guns & magic	Roll at stride rate	2d10
Flying	Normal	Normal	Flying	None
Falling	-1 to all defense, no retreat possible	-1 to all attacks	Only Down	2d8 to fly (if appropriate)
Reeling	-1 to all defense, no retreat possible	No attack possible	None	None

Long Term Healing

Total Damage Suffered	Easy: A whole day of bed rest	Medium: A day of minimal physical activity, no more than walking	Hard: A day of traveling, or a day with strenuous activity, such as a combat encounter	Extreme: A day with extreme physical labor, or very poor living conditions.
1	d4	2d4	2d6	2d8
2	d6	2d6	2d8	2d10
3	d8	2d8	2d10	2d12
4	d10	2d10	2d12	3d12
5	d12	2d12	3d12	3d12
6	2d12	3d12	3d12	4d12
7	2d12	3d12	4d12	4d12
8	3d12	4d12	4d12	4d12
9 or worse	3d12	4d12	5d12	6d12

Healing Results Table

Botch	Backslide! Your wounds have become infected, or some other complication. This can be as complex as the Host wants, or it can be as simple as suffering one Wound.
Overwhelming Failure, Failure, Tie	No effect.
Success, Overwhelming Success	Replace one Wound with one Fatigue.

Short Term Healing: First Aid Skill

Botch	Oops! Target suffers one Fatigue.
All Failures	No Effect.
Ties and all Successes	Target converts one Wound to one Fatigue

Difficulty is 2d6 for a proper dressing taking 5 minutes. For a rush job of only one minute, difficulty is 2d10. Roll is *Mind* and *First Aid* skill dice.

Sequence Of Battle

People who are going to Guard (+2 Defense & 2 Parries or Blocks per weapon or shield carried, no Attacks) this round Announce

Reeling individuals don't get an initiative roll.

Those suffering from Reeling, recover from its effects. Those recovering this turn may only defend.

Roll Initiative (Mind & Speed or Tactics & Leader's Leadership die in a group with a Leader).

Use Acrobatics to change position if not reeling or Guarding.

Count down from 12 for First Rank Maneuvers.

If injured, roll Resolve & Will vs. Damage Dice or you start Reeling.

Count down from 12 for Second Rank Maneuvers.

If injured, roll Resolve & Will vs. Damage Dice or you start Reeling.

Count Down from 12 for Third Rank Maneuvers.

If injured, roll Resolve & Will vs. Damage Dice or you start Reeling.

If no Maneuver had been performed the character is now considered focused.

If injured and are in the Unconscious Band, every turn roll Resolve & Will vs. Unconscious Dice or collapse until injuries are healed with magic or first aid is successfully given.

If injured and are in the Death Band, roll Resolve & Will vs. Death Dice or suffer the icy grip of Death.

Melee Modifiers

Circumstance	Modifier	How to avoid
Your weapon is awkward	Strike Awkwardly or Charge	Use lighter weapon or focus
Bad footing	-1	Gift of surefootedness
Torchlight or dusk	-1	Night vision or Echolocation
Starlight or candle	-2	Night vision or Echolocation
Blinded or in pitch darkness	-3	Echolocation
Attacking from front or left	Target gets shield die	Target gets shield die
Attack is unsuspected	+1, No Defense/Cover	Get a code of honor
Lying Down	-1	Get up/Change position
Light Weapon on Off-hand	-1	Gift of Ambidexterity
Riding	No attack die higher than the Ride die	Dismount or get Ride die of d12
Attack from Behind	+1, No Cover	Get a code of honor

Scatter Rules (optional)

d12 direction (clockface with 12 as overshot & 6 o'clock as short)

Small scatter – roll & ADD the range dice in paces

Large scatter – roll the range dice twice & ADD them

Throwing

Lift Bonus - Light	PB	S	M	L	X
0	-	0	1	2	5 paces
1	-	1	2	5	10
2	-	2	4	10	20
3	-	3	6	15	30
4	-	4	8	20	40
5	-	5	10	25	50
6	-	6	12	30	60

(Range Band columns: PB, S, M, L, X)

Ranged Modifiers

Circumstance	Modifier	How to avoid
Lying down with bow or sling	-1	Get up/Change position
Your weapon is awkward	Must use Awkward Maneuver	Use lighter weapon or focus
Bad footing	-1	Gift of surefootedness
Torchlight or dusk	-1	Night vision or Echolocation
Starlight or candle	-2	Night vision or Echolocation
Blinded or in Pitch darkness	-3	Echolocatio
Shielded Target	Target gets Cover die	Target gets shield die
Unsuspecting foe	+1, No defense or Cover dice	Get a code of honor
Soft cover like bush or fence	d8 Cover	Move to another spot
Hard cover like stone or brick	d12 Cover	Move to another spot
Trace target through others	d8 or Other's Body	Move to another spot
Braced with gun or crossbow	-1, but no defense, can abort to defend	Move or abort to defend
Using Off-hand	-1	Gift of Ambidexterity
Attacking from Behind	+1, No Cover	Get a code of honor

Why you missed / What happened

Why you missed	What happened
Failed against Range dice	Missed! (Scatter)
Target saved by Shield die	Hit Shield
Target defended with Shield roll	Hit Shield
Saved by secondary cover	Struck cover
Saved by trace die when firing past someone else	Traced person must defend or get hit
Target dodged	Missed *

* roll d8 for each person in line with the shot, if the d8 equals the attack roll, then that person is hit

Range Attack Resolution

Botch	Disastrous Failure
Overwhelming Failure	Miss (Large Scatter)
Failure	Miss (Small Scatter)
Tie	Near Miss
Success	Target is **hit**
Overwhelming Success	Special **hit**

Distance Modifiers	Point Blank	Short	Medium	Long	eXtreme
Dice	None	d10	2d10	3d10	4d10

Melee Maneuvers

Maneuvers	Rank	Movement	Defense	Effect
Change Position	Second	Stride	Normal	Change position with no roll needed
Charge!	First	Dash	None	No retreat possible, attacker sent Reeling
Focus	Third	Stride	Normal	Build Focus for next round
Guard	Zero	Stride	+2, double normal number parries & blocks	No attack
Move	1, 2 & 3	3 strides	Normal	No attack
Recover	Zero	Stride	Normal	Recover from reeling, no attack
Run	1, 2 & 3	3 dashes	Normal	No attack
Strike Awkward	Second	Stride	Normal	Attack with Awkward weapon
Strike First	First	Stride	Normal	
Strike Hard	Second	Stride	Normal	+1 damage
Strike Sure	Second	Stride	Normal	+1 to Hit
Strike Tandem	Second	Stride	Normal	2 weapons attack, offhand is at –1 to hit
Strike Twice	2 & 3	Stride	Normal	2 attacks, with each doing –1 damage

Retreats can also be added to nearly every maneuver. By backing away by 1 pace, you get an extra d8 for Defense.

Ranged Maneuvers

Action	Initiative	Move	Defense	Effect
Throw Light Flail, Mace or Barbed Spine	Second	Stride	Normal	p. 173
Throw Light Axe, Spear or Sword	First	Stride	Normal	p. 173
Slings				
Loose loaded, easy sling	First	Stride	Normal	Fire easy sling
Loose loaded, awkward sling	Second	Stride	Normal	Fire Awkward sling
Load sling	Second	Stride	Normal	Takes 2 hands
Bows				
Loose loaded, easy bow	First	Stride	Normal	Takes 2 hands
Loose loaded, awkward bow	Second	Stride	Normal	Takes 2 hands
Load and loose Easy bow	Second	Stride	Normal	Takes 2 hands
Load and loose Awkward bow	Third	Stride	Normal	Takes 2 hands
Crossbows				
Loose loaded, easy crossbow	First	Stride	Normal	
Loose loaded, awkward crossbow	Second	Stride	Normal	
Load a Light crossbow by hand	1 & 2	Stride	Abort*	Takes 2 hands
Load a Med crossbow using footstrap	1, 2 & 3	None	Abort*	Takes 2 hands & foot
Prepare cranequelin – Heavy Crossbow	1, 2 & 3	None	Abort*	Takes 2 hands, pt 1 of 2
Load Heavy Crossbow using cranequelin	1, 2 & 3	None	Abort*	Takes 2 hands, pt 2 of 2
Guns				
Fire loaded, easy gun	First	Stride	Normal	
Fire awkward gun	Second	Stride	Normal	
Fire hang fired gun	Special (Third)	Stride	Normal	Takes 2 hands, fire gun that hung earlier. Don't fail!
Other				
Aim	1, 2 & 3	Stride	Abort*	Aim at single target, reduce range die by 1 step
Focus	Third	Stride	Normal	You are now focused for next Round

*Long Maneuver requiring multiple ranks of initiative. If defend before action is complete then the action is not performed and 'abort' to defend. Start action over next round. If choose not to defend then attacker's To-Hit is vs. Difficulty '1'.

Gun Spark Check

Condition	Difficulty
Clear Day	None
Windy, Fog, Ocean Spray	2d4
Very windy or light drizzle	2d6
unpleasant rain	2d8
driving rain or frosted gun	2d10
underwater	impossible

Difficulty is rolled against the gun's spark die (typically a d10). Any success means the weapon fires. Otherwise the gun *Hangfires* and drops by one for spark value.