Combat Actions Table for: _____

Round: _____

Initiative: _____

Initiative = 2d10 + Qu mod.

Initiative Modifiers:

Surprised	-4	Taken more than 50% hits	-4
Declared Movement		-1 per 10% declared movement	

Melee Initiative Modifiers:

Stronger Combatant	+1	One Hand Free	+1
Higher Position	+1	Longer Weapon	+1
Longer weapon when either combatant is charging			+3
Pole Arm 1st round	+5	Pole Arm 2nd round	-1

Action Phase Maneuver Modifiers:

Snap -20   Normal +0   Deliberate +10

Canceling Actions:

When canceling **less** than 60% activity you may:
- Move 10% in the Deliberate Action Phase.

When canceling **more** than 60% activity you may:
- Move 50% in the Deliberate Action Phase.
- Melee in the Deliberate Action Phase (-40 OB).
- Maneuver/Spell in the Deliberate Phase (-40 mod.).

Opportunity Action:

A declared action may be put in "Opportunity mode" (all further actions are nullified), and delayed until you wish to resolve it. You may still move 20% at the end of the deliberate phase while still holding the opportunity action.

Active Spell: _____

Total Duration: _____ Rnd/Min/Hr/Day

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Misc: _____

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Movement

Action	Total Activity	% used	Action Phase
Movement as a Snap action	1-20%		S N D
Movement as a Normal action	1-50%		S N D
Movement as a Deliberate action	1-80%		S N D
Post Deliberate movement	Any remaining		S N D

Pace used: _____   Distance: _____

Charging an opponent will give +1 OB/10' per round of speed to both attacker and defender. Longer weapon strikes first. Double concussion damage for pole arms. Penalties to **charger's attack** are according to Moving Maneuver difficulty:

Routine	0	Medium	-25	Ext. Hard	-100
Easy	-5	Hard	-50	Sheer Folly	-150
Light	-10	Very Hard	-75	Absurd	-200

Action	Total Activity	% used	Action Phase
Disengage from melee (May move 10')	25%	⇐	S N D

If not disengaging, adjacent attackers may cancel actions and attack **before** the character runs away.

Action	Total Activity	% used	Action Phase
Standing up from a seated position	10%	⇐	S N D
Standing up from "on knees/ crouch"	20%	⇐	S N D
Move from prone to "on knees/crouch"	30%	⇐	S N D
Standing up from a prone position	50%	⇐	S N D
Rapid drop to the ground	10%	⇐	S N D
Careful drop to the ground	20%	⇐	S N D
Picking something off the ground	30%	⇐	S N D
Dropping something	0%	⇐	S N D
Relaxed swim	50%	⇐	S N D
Hard swim	90%	⇐	S N D
Climbing	60-100%		S N D

Skill

Action	Total Activity	% used	Action Phase
Moving Maneuver	Depends on pace/distance		S N D

Action/Skill used: _____

Apply charging mods. if attacking after maneuver

Action	Total Activity	% used	Action Phase
Static Maneuver Depends on skill	50-100%		S N D

Action/Skill used: _____

Action	Total Activity	% used	Action Phase
Alertness/ Situational Awareness	10%	⇐	S N D
Rapid Observation maneuver (-40)	30%	⇐	S N D
Half Observation maneuver (-20)	50%	⇐	S N D
Full Observation maneuver (+0)	70%	⇐	S N D
Hiding	20%	⇐	S N D
Stalking	50%	⇐	S N D
Controlling a mount	10-100%		S N D
Mounting a riding beast	50%	⇐	S N D
Rapid dismount from a riding beast	20%	⇐	S N D
Careful dismount from a riding beast	50%	⇐	S N D

Spell

Action	Total Activity	% used	Action Phase
Preparing a spell	90%	⇐	S N D
Casting a non instantaneous spell	75%	⇐	S N D
Casting an instantaneous spell	10%	⇐	S N D
Concentration	50%	⇐	S N D

Combat

Action	Total Activity	% used	Action Phase
Full melee attack (+10 OB) Specific target must be declared	60-100%		S N D
Press & melee attack Target must be adjacent	80-100%		S N D

May move to follow target and attack **in the same** action phase; half OB penalties from movement.

Action	Total Activity	% used	Action Phase
React & melee (-10 OB) May move <50' & attack anyone	80-100%		S N D

Movement and attack occur in the same phase; apply normal OB penalties due to movement. If hasn't attacked, may move 50% at the end of the round.

Action	Total Activity	% used	Action Phase
Throw & melee action (-20 OB for both attacks)	100%	⇐	S N D

OB transferred to Parry [ ]

Action	Total Activity	% used	Action Phase
Drawing a weapon (Successful Quickdraw = 0%)	20%	⇐	S N D
Changing weapons	50%	⇐	S N D
Shifting a weapon	10%	⇐	S N D
Making a missile attack	30-60%		S N D
Parrying a missile attack	50%	⇐	S N D
Reloading a sling/short bow	50%	⇐	S N D
Reloading a composite bow	60%	⇐	S N D
Reloading a long bow	70%	⇐	S N D
Reloading a light crossbow	160%	⇐	S N D
Reloading a heavy crossbow	220%	⇐	S N D
Stringing a short bow	200%	⇐	S N D
Stringing a composite bow/ long bow	300%	⇐	S N D

DEFENSIVE CAPABILITIES TABLE T-3.6

DEFENSIVE BONUS MOD. VERSUS:

FACTOR	Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Quickness x 3	full	full	none	full	full	Modified due to armor worn.
Adrenal Defense	full	half	none	half	none	Special restrictions.
Special Items	full	full	full	full	full	Varies due to type of item.
Armor Quality	full	full	none	full	half	—
Shield:						
Wall Shield	30	40	*	30	0	May parry melee & missile attacks.
Full Shield	25	25	*	20	0	May parry melee & missile attacks.
Normal Shield	20	20	*	15	0	May parry melee & missile attacks.
Target Shield	20	10	*	5	0	May parry melee & missile attacks.
Weapon:						
Main Gauche	15§	0	0	0	0	May parry melee attacks.
1-Handed Weapons	5§	0	0	0	0	May parry melee attacks.
2-Handed Weapons	5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against 1-Handed weapons.
Pole Arms	5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against non-pole arm weapons.
Helmet:						
No Helmet	0	0	**	-5	-5	—
Helmet	0	0	**	0	0	—
Full Helmet	0	0	**	5	5	—
Cover:						
Full "Soft" Cover ‡	na	na	20	na	40	—
Half "Soft" Cover ††	20	40	10	20	20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Partial "Soft" Cover †	10	20	0	20	20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Full "Hard" Cover ‡	na	na	20	na	60	—
Half "Hard" Cover ††	30	60	10	30	30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).
Partial "Hard" Cover †	15	30	0	30	30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).

na — Normally, an attack may not be made against such a target.

* — If the target of a basic Channeling spell is not wearing metal armor, a metal shield (i.e., most shields have a significant amount of metal) will determine the column used for a basic spell attack.

** — A target's leather or metal helmet will determine the column used against a basic Mentalism spell.

§ — Can only be used if the weapon is not used to attack **or** if 100% of OB is used to parry.

† — 50-75% of the target can be seen.

†† — 01-49% of the target can be seen.

‡ — The target is detected but not sighted (i.e., no line of sight) and the target does not use its tripled Quickness bonus for its DB (i.e., the target is hiding behind something). Normally melee and missile attacks may not be made.

OFFENSIVE CAPABILITIES TABLE T-3.5

ATTACK ROLL MODIFICATIONS VERSUS:

FACTOR	Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Skill Bonus	full	full	none	full	none	OB for the weapon or spell.
Skill Rank	none	none	full	none	full	Skill rank of spell's list.
Special Items	full	full	full	full	full	Varies due to type of item.
Weapon Quality	full	full	none	none	none	This is normally part of the OB.
Using Less Than Max. % Activity	varies	varies	none	none	none	-1 mod for each 1% less than max used.
Position:						
Flank Attack	+15	+0	+0	+0	+0	Cumulative with other position mods.
Rear Attack	+20	+0	+0	+0	+0	Cumulative with other position mods.
Surprise Attack	+20	+0	+0	+0	+0	Cumulative with other position mods.
Target Status:						
Static Target	+0	+0	+10	+30	+30	Applies to prone and/or surprised targets with no cover. Target gets no Qu bonus to his DB.
Stunned Target	+20	+20	+0	+0	+0	Not cumulative with other target status mods.
Downed Target	+30	+30	+0	+0	+0	Not cumulative with other target status mods.
Prone Target	+50	+50	+0	+0	+0	Not cumulative with other target status mods.
Range Mods:	none	varies	varies	varies	varies	Based on weapon or spell used.
Center Point:	none	none	none	none	+20	Only applies to area attack spells.
Armor Penalty:	none	varies	none	none	none	Based on armor worn (Armor Table T-3.4).

Static Maneuvers & General Modifiers

Standard	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less

Difficulty	Modification
Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Combat Situation	Modification
Engaged in melee	not allowed
In a melee environment	-20
Under missile fire	-10

Lighting, if Required	Mod.
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

Darkness, if Advantageous	Mod.
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

Moving Maneuver Specific Modifiers

General Modifiers	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Moving Maneuver Penalty	See Section 8.6
Modified Encumbrance Penalty ‡	See Section 22.2

Combat Situation	Modification
Engaged in melee	-30
In a melee environment	-10
Under missile fire	-10

‡ — Add the lesser of: 0 **or** the character's Encumbrance Penalty (see Section 8.6) modified by three times his St stat bonus.

SPELL CASTING MODIFICATIONS TABLE T-4.6

MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS

Caster's Lvl – Spell Lvl	Instantaneous Spell	Non-instantaneous Spell — # of Preparation Rounds Taken						
		0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6-8	+10	0	+5	+10	+15	+20	+25	+30
5	+5	-10	0	+5	+10	+15	+20	+25
4	+5	-20	0	+5	+10	+15	+20	+25
3	+5	-30	0	+5	+10	+15	+20	+25
2	+0	-35	-10	0	+5	+10	+15	+20
1	+0	-45	-20	0	+5	+10	+15	+20
0	+0	-55	-30	0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6) – (-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8) – (-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11) – (-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16) – (-20)	-170	-225	-200	-170	-165	-160	-155	-150
≤ -21	-220	-275	-250	-220	-215	-210	-205	-200

OTHER MODIFICATIONS

CONDITION		Channeling	Essence	Mentalism
Skill for Spell's List:		+ (skill bonus)	+ (skill bonus)	+ (skill bonus)
Non-instantaneous Spell Cast as a Snap Action:		-20	-20	-20
Overall Power Points Used:	26% to 50%	-10	-10	-10
	51% to 75%	-20	-20	-20
	76% to 100%	-30	-30	-30
Spell List Type:	Own Base, Own Realm	+10	+10	+10
	Open, Own Realm	+5	+5	+5
	Closed, Own Realm	+0	+0	+0
	Arcane Lists	-5	-5	-5
	Other Base, Own Realm	-10	-10	-10
	Open List, Other Realm	-10	-10	-10
	Closed List, Other Realm	-20	-20	-20
	Base List, Other Realm	-30	-30	-30
Free Hands (*):	None	-20	-30	+0
	One	+0	+0	+0
	Two	+5	+10	+0
Use of Voice (*):	None	-10	-5	+0
	Whisper	+0	+0	+0
	Normal	+5	+0	+0
	Shout	+10	+5	+0
Helmet (*):	None	+0	+0	+0
	Leather	+0	-20	-30
	Leather & Metal	-10	-30	-40
	Metal	-20	-40	-60
Equipment (*†):	Organic Material, living	+0	-1 per 5 lb over 50 lb	+0
	Organic Material, non-living	+0	-1 per 1 lb over 10 lb	+0
	Inorganic Material	-1 per 1 lb over 10 lb	-2 per 1 lb over 5 lb	+0
Armor Status (*‡):	Normal ATs 1, 2, 3, 4	+0	+0	+0
	Normal ATs 5, 6	+0	-10	+0
	Normal ATs 7, 8	+0	-20	+0
	Normal ATs 9, 10	+0	-25	+0
	Normal AT 11	+0	-40	+0
	Normal AT 12	+0	-50	+0
	Normal ATs 13, 14	-30	-40	+0
	Normal ATs 15, 16	-60	-70	+0
	Normal ATs 17, 18	-35	-45	+0
	Normal AT 19	-60	-75	+0
	Normal AT 20	-75	-90	+0

* — With each condition, use the worst (to the caster) mod. applicable during any preparation round or casting round.

† — Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.

‡ — These modifications may be modified by the caster's Transcend Armor skill bonus (see Appendix A-1.21).