

SPECIAL COMBAT RULES – EVERNIGHT

AIM

+2 TO SHOOT/THROWING IF CHARACTER DOES NOT MOVE

AREA EFFECT

TARGETS UNDER TEMPLATE SUFFER DAMAGE, TREAT COVER AS ARMOR; MISSED ATTACKS ROLLS CAUSE 1D6" DEVIATION FOR THROWING WEAPONS, 1D10" DEVIATION FOR LAUNCHED WEAPONS; X1 FOR SHORT RANGE; X2 FOR MEDIUM RANGE; X3 FOR LONG RANGE

CALLED SHOT

LIMB -2 ATTACK
HEAD -4 ATTACK, +4 DAMAGE
SMALL -4 ATTACK
TINY -6 ATTACKS

COVER

LIGHT -1
MEDIUM -2
HEAVY -4

DARKNESS

DIM -1
DARK -2; TARGETS ARE NOT VISIBLE BEYOND 10'
BLACK TARGETS MUST BE DETECTED TO BE ATTACKED AT -4

DEFEND

+2 PARRY; NO OTHER ACTION EXCEPT FREE MOVE

DISARM

-2 ATTACK; DEFENDER MAKES STR VS DAMAGE OR DROPS WEAPON

DRAW WEAPON

-2 TO ATTACK ROLLS WITH WEAPON;

THE DROP

+4 ATTACK AND DAMAGE

GANGING UP

+1 FIGHTING PER ADD. ATTACKER, MAX. +4

GRAPPLING

OPPOSED STR, ROLL GRAPPLE; RAISES CAUSES SHAKEN

INNOCENT BYSTANDER

SHOOTING OR THROWING ROLLS 1, HITS RANDOM ADJACENT TARGET

INTIMIDATE

OPPOSED ROLL VERSUS SPIRIT; +2 TO NEXT ACTION AGAINST THIS TARGET WITH A SUCCESS; +2 BONUS AND OPPONENT IS SHAKEN WITH A RAISE, TAUNT IS THE SAME, USE SMARTS INSTEAD

NON LETHAL

KNOCKED OUT FOR 1D6 HOURS INSTEAD OF WOUNDED

PRONE

AS MEDIUM COVER; PRONE DEFENDER IS -2 FIGHTING AND PARRY

TOUCH ATTACK

+2 FIGHTING

TRICK

DESCRIBE ACTION; MAKE AN OPPOSED AGILITY OR SMARTS ROLL; OPPONENT IS -2 PARRY UNTIL NEXT ACTION; WITH A RAISE, THE FOE IS -2 PARRY AND SHAKEN

2 WEAPONS

-2 ATTACK; TOTAL -4 FOR OFF HAND UNLESS AMBIDEXTROUS

WILD ATTACK

+2 FIGHTING AND DAMAGE, -2 PARRY UNTIL NEXT ACTION

MONSTROUS ABILITIES SUMMARY

AQUATIC	NATIVE TO WATER AND CANNOT DROWN, PACE IN WATER IS SWIMMING SKILL
ARMOR	EACH POINT ADDS TO TOUGHNESS
BURROWING	BURROW UNDERGROUND DISTANCE EQUAL TO BURROW ABILITY, SURPRISE ATTACK
CONSTRUCT	+2 TO RECOVER FROM SHAKEN, NO ADDITIONAL DAMAGE FROM CALLED SHOTS, PIERCING ATTACKS DO HALF DAMAGE, IMMUNE TO DISEASE AND POISON, NO WOUND MODIFIERS
ETHEREAL	IMMATERIAL, CANNOT BE HARMED BY PHYSICAL WEAPONS
FEAR	GUTS CHECK MINUS CREATURE FEAR MODIFIER
FEARLESS	NEVER HAVE TO MAKE GUTS CHECKS, IMMUNE TO INTIMIDATION
INFECTION	FAILED VIGOR ROLL AFTER SHAKEN OR WOUND RESULTS IN INFECTION
INFRAVISION	CREATURE CAN SEE HEAT, ONE HALF DARKNESS PENALTIES WHEN ATTACKING LIVING TARGETS
IMMUNITY	IMMUNE TO DAMAGE FROM LISTED ATTACK TYPE
INVULNERABILITY	ONLY SUFFERS WOUNDS FROM ITS WEAKNESS, SHAKEN AS NORMAL
LOW LIGHT VIS.	IGNORE BAD LIGHTING PENALTIES EXCEPT PITCH BLACK
PARALYSIS	SHAKEN OR WOUNDED TARGET MAKES VIGOR ROLL OR BE PARALYZED FOR 2D6 ROUNDS
POISON	SHAKEN OR WOUNDED TARGET MAKE VIGOR ROLL OR SUFFER POISON EFFECTS
REGENERATION	EXTRA HEALING, FAST; ONCE PER ROUND, SLOW; EXTRA ONCE PER DAY
SIZE	SIZE ADDS TO TOUGHNESS
SM/LRG/HGE	SMALL -2 TO BE HIT, LARGE +2, HUGE +4
STUN	TARGET MAKES VIGOR ROLL OR BE SHAKEN, EVEN IF THE ATTACK DID NOT CAUSE SHAKEN OR WOUND, CANNOT RECOVER FOR 1D6 ROUNDS
UNDEAD	+2 TOUGHNESS, AND AS CONSTRUCT ABOVE
WALL WALKER	CAN MOVE AT PACE ALONG HORIZONTAL OR UPSIDE DOWN SURFACES
WEAKNESS	THE CREATURE SUFFERS ADDITIONAL EFFECTS FROM ITS WEAKNESS, SEE TEXT FOR CREATURE

STEALTH MODIFIERS

SITUATION	MODIFIER
CRAWLING	+2
RUNNING	-2
DIM LIGHT	+1
DARKNESS	+2
PITCH BLACK	+4
LIGHT COVER	+1
MED. COVER	+2
HVY. COVER	+4

TRACKING MODIFIERS

SITUATION	MODIFIER
5+ PEOPLE	+2
RECENT SNOW	+4
MUD	+2
DUSTY AREA	+1
RAINING	-4
POOR LIGHT	-2
1 DAY + OLD	-2
TARGET HIDING TRACKS	-2

COMMON WEAPONS

WEAPON	RANGE	DMG	STR	NOTES
BATTLE AXE		STR+3	D8	
DAGGER	3/16/12	STR+1		
GREAT SWORD		STR+4	D10	PARRY -1; 2 HANDS
GREAT AXE		STR+4	D10	API; PARRY -1, 2 HANDS
LONGSWORD		STR+3	D6	
SHORT SWORD		STR+2		
BOW	12/24/48	2D6	D6	
CROSSBOW	15/30/60	2D6		AP 2, RELOAD 1
MUSKET	10/20/40	2D8+2	D6	RELOAD 2

POWERS

POWER	RANK	COST	RANGE	DURATION	EFFECT
ARMOR	NV	2	TOUCH	3 (1/R)	+2 ARMOR; +4 WITH A RAISE
BARRIER	SEA	1/SECT	SMARTS	3/(SPEC.)	CREATE A BARRIER WITH A TOUGHNESS OF 10
BLAST	SEA	2-6	24/48/96	INSTANT	TARGETS WITH A MEDIUM TEMPLATE SUFFER 2D6 DAMAGE; DOUBLE POWER POINTS INCREASE TEMPLATE TO LARGE OR DAMAGE TO 3D6
BOLT	NV	1-6	12/24/48	INSTANT	1 TO 3 BOLTS AT 2D6 DAMAGE; DOUBLE POWER POINTS FOR 3D6 DAMAGE
BST/LWR TRAIT	NV	2	SMARTS	3/1	RAISE OR LOWER ANY TRAIT BY 1 DIE TYPE; 2 DIE TYPES WITH A RAISE
DEFLECTION		NV	2	TOUCH	3/1 -2 PENALTY TO BE HIT; -4 WITH A RAISE
DET/CON ARCANAE	NV	2	SIGHT	SPECIAL	DETECTS/CONCEALS SUPERNATURAL BEINGS, ITEMS & EFFECTS
DISPEL	SEA	3	SMARTS	INSTANT	DISPEL MAGICAL EFFECTS
FEAR	NV	2	SMARTSX2	INSTANT	ALL WITHIN LARGE TEMPLATE MUST MAKE GUTS CHECK; AT -2 WITH A RAISE
FIREBURST	NV	2	FLAME TEMP	INSTANT	TARGETS WITHIN TEMPLATE MAY MAKE AGILITY ROLLS VS FAITH/SPELLCASTING OR SUFFER 2D10 DAMAGE
FLY	VET	3/6	TOUCH	3/1	ALLOWS A CHARACTER TO FLY
GREATER HEALING	VET	10/20	TOUCH	INSTANT	HEALS OLDER WOUNDS AND CRIPPLING INJURIES
HEALING	NV	3	TOUCH	INSTANT	HEALS A WOUND SUFFERED WITHIN THE LAST HOUR, OR 2 WITH A RAISE
INVISIBILITY	SEA	5	SELF	3/1	-4 TO BE DETECTED OR ATTACKED; -6 WITH A RAISE
LIGHT	NV	1	TOUCH	10 MIN.	CREATES A LARGE BURST TEMPLATE OF CLEAR LIGHT
OBSCURE	NV	2	SMARTS	3/1	LARGE BURST TEMPLATE OF TOTAL DARKNESS
PAWN OF MIZRIDOOR PUPPET	NV	3	SMARTS	3/1	SPECIAL CONTROL ANOTHER BEING
QUICKNESS	SEA	4	TOUCH	3/2	TWO ACTIONS PER ROUND; A RAISE ALSO ALLOWS CHARACTER TO DISCARD INITIATIVE CARDS OR ROLL OF 8 OR LOWER EACH ROUND AND REDRAW OR RE-ROLL
SHAPE CHANGE	SPECIAL	SPECIAL	SELF	1M./1M.	ALLOWS CASTER TO CHANGE INTO VARIOUS ANIMAL
SMITE	NV	2	TOUCH	3/1	+2 BONUS TO MELEE WEAPON; +4 WITH A RAISE
SOLAR STORM	SEA	5	FAITHX2	INSTANT	2D10 DAMAGE IN LARGE BURST TEMPLATE, RISK OF CATCHING FIRE
SPEED	NV	1	TOUCH	3/1	BASIC PACE IS DOUBLED; RAISE NEGATES RUNNING PENALTY
STUN	NV	2	12/24/48	SPECIAL	TARGETS WITH A MEDIUM TEMPLATE MUST ROLL VIGOR (AT -2 WITH A RAISE) OR BE SHAKEN
TELEKINESIS	SEA	5	SMARTS	3/1	MOVES CREATURES OR OBJECTS; SEE TEXT
WALL WALKER	NV	2	TOUCH	3/1	MOVE ALONG ANY SURFACE AT NORMAL PACE, MAY ALSO RUN
WAVE RUNNER	NV	2	TOUCH	1 HOUR/1/H	ALLOWS RECIPIENT TO FUNCTION FREELY UNDERWATER
ZOMBIE	VET	3/CORPSE	SMARTS	SPECIAL	CREATE ZOMBIES

TRAITS & SKILLS

AGILITY

BOATING	RIDING
DRIVING	SHOOTING
FIGHTING	STEALTH
LOCKPICKING	SWIMMING
PILOTING	THROWING

SMARTS

GAMBLING	SPELLCASTING
HEALING	STREETWISE
INVESTIGATION	SURVIVAL
KNOWLEDGE	TAUNT
NOTICE	TRACKING
REPAIR	

SPIRIT

FAITH	INTIMIDATION
GUTS	PERSUASION

STRENGTH

CLIMBING

VIGOR

FALLING DAMAGE

DISTANCE	DAMAGE
UP TO 10 YARDS	2D6
UP TO 20 YARDS	2D6+5
UP TO 30 YARDS	2D6+10
AND SO FORTH, UP TO 2D6+50	

FRIGHT TABLE

2D6	EFFECT
2	HEART ATTACK: MAKE A VIGOR ROLL AT -2. IF SUCCESSFUL, HE IS SHAKEN FOR 1D4 BEFORE HE CAN ATTEMPT TO RECOVER. IF HE FAILS, HE DIES IN 2D6 ROUNDS. A HEALING ROLL AT -4 SAVES VICTIMS LIFE, BUT HE IS INCAPACITATED FOR 2D6 HOURS.
3	PHOBIA: GAIN A PHOBIA
4-5	PANICKED: SEE PAGE 93
6-8	SHAKEN
9-10	PANICKED: SEE PAGE 93
11	THE MARK OF FEAR: SHAKEN + PHYSICAL EFFECT
12	ADRENALINE SURGE: +2 TO ALL TRAIT AND DAMAGE ROLLS NEXT TURN

REACTION TABLE

2D6	INITIAL REACTION
2	HOSTILE: NPC IS OPENLY HOSTILE AND WILL NOT HELP WITHOUT LARGE REWARD OR THREAT.
3-4	UNFRIENDLY: NPC WILL NOT HELP WITHOUT SIGNIFICANT INCENTIVE
5-9	NEUTRAL: NPC WILL HELP IF TASK IS SMALL, LARGER OR DIFFICULT TASK REQUIRES REWARD.
10-11	FRIENDLY: NPs WILL GO OUT OF HIS WAY TO HELP THE HERO.
12	HELPFUL: NPC IS ANXIOUS TO HELP, AND WILL DO SO FOR LITTLE OR NO PAYMENT

KNOCKOUT BLOW

CHECK THIS TABLE BASED ON NUMBER OF WOUNDS TAKEN ON THE KO BLOW.

- BATTERED & BRUISED** - DOES NOTHING IF ALREADY INCAPACITATED OR WORSE; KNOCKED OUT; MAKE A SPIRIT ROLL START OF EACH ROUND; IF SUCCESSFUL, YOU BECOME SHAKEN AND RETURN TO COMBAT;
- INCAPACITATED** - OUT OF FIGHT; ROLL ON INJURY TABLE;
- BLEEDING OUT** - OUT OF FIGHT; ROLL ON INJURY TABLE; VIGOR ROLL AT START OF EACH ROUND OR END UP MORTALLY WOUNDED; SUCCESS WITH A RAISE (OR HEALING) YOU ARE INCAPACITATED
- MORTAL WOUND** - OUT OF FIGHT; ROLL ON INJURY TABLE; VIGOR ROLL AT START OF EACH ROUND OR DIE; HEALING IS REQUIRED TO STABILIZE YOU AND PUT ON INCAPACITATED;

INJURY TABLE

2.	UNMENTIONABLES - GROIN INJURY
3-4	ARM - ARM RENDERED USELESS
5-9	GUTS - ROLL 1D6: 1-2 BROKEN - REDUCE AGILITY BY 1 DICE TYPE
	3-4 BATTERED - REDUCE VIGOR BY 1 DICE TYPE
	5-6 BUSTED - REDUCE STRENGTH BY 1 DICE TYPE
10	LEG - LEG BROKEN, PACE -1
11-12	HEAD - ROLL 1D6: 1-2 SCAR - GAIN UGLY HINDRANCE
	3-4 BLINDED - GAIN BAD EYES HINDRANCE
	5-6 BRAIN DAMAGE - REDUCE SMARTS BY 1 DICE TYPE