Symbaroum – Game Master's Screen

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Symbaroum

JÄRNRINGEN

The Shadows of Creatures (read more on page 174)

CREATURE	COLOR OF SHADOW
Creature of nature	Green, red and white, sometimes other bright prime colors.
Civilized creature	Gold, silver, copper, sometimes other metallic shades.
Corrupted creature	Black and purple is dominant amongst blight beasts and creatures close to being thoroughly corrupt, while less blight-stricken ones exhibit a slight change in their colors, like corroded copper, blackened silver, sickly green, red with streaks of rust or white with dots of ashen grey.

Corruption (read more on page 176)

DEGREE OF TAINT	CORRUPTION	EFFECT
Blight-stricken	Total Corruption 1+	The corruption can be detected with the *Witchsight* ability and rituals like *Holy Smoke*. Temporary corruption fades away at the end of a scene.
Blight-marked	Corruption Threshold *(Resolute/2* rounded up) reached.	The character develops a physical stigma as a sign of its corruption. A stigma triggered by temporary Corruption will heal and vanish after a day, while a permanent stigma remains until permanent corruption is reduced through rituals.
Abomination	*Resolute* reached.	The character turns into an abomination and becomes an NPC. No known ritual can save the character.

Marks of Corruption (read more on page 176)

DEGREE OF TAINT
A festering wound that does not heal
Discolored skin, blemishes and severe rashes
Boils in mouth and throat, that burst at inappropriate times
Fangs, or nails in the shape of claws or talons
Eyes that glitter in the dark
Eyes that actually blacken with anger, hunger or lust
A faint odor of decay follows the person, despite him or her looking healthy
Veins that bulge black when experiencing anger or other strong emotions
Cold as a corpse or feverishly hot without any signs of sickness or disease
Speaks in a unknown evil-sounding language while sleeping
Drawn to tainted artifacts and evil places while sleepwalking
Taste for cadavers, must feed on something rancid every day to avoid starvation
Taste for raw meat, must feed on fresh meat every day to avoid starvation
Thirst for warm blood, must drink warm blood every day to not be thirsty

Special Actions *(read more on page 161)*

Blind Fighting: To fight blinded or in in darkness, smoke or thick fog is hard. If both parties in a battle are affected, then no adjustments are needed. Otherwise, the affected party gets two chances to fail its success tests – if the character is affected, the player rolls twice and picks the worst result; if only the enemy is affected the player rolls twice and picks the best result.

Disengage From Melee: Disengaging from a melee is done on the character's initiative and costs a Movement Action. All enemies are allowed a Free Attack.

Use/Apply Elixir: To use or apply an elixir on either yourself or your equipment counts as a Movement Action. To use or apply it on somebody else is a Combat Action.

First Aid: To perform first aid on a wounded person counts as a Combat Action and requires a herbal cure, the *Medicus* ability or other healing powers.

Stand Up: If the character rolls a successful *Quick* test it only takes a Movement Action for the character to get back on its feet. Otherwise, it takes an entire turn.

Line of Sight: If the character stands behind an ally so that the targeted enemy is forced to trigger a Free Attack to reach him or her, then the target is obscured from view by the character's ally.

Shield: A shield provides +1 to Defense but makes it impossible to use ranged and Heavy weapons and neutralizes the reach advantage gained from a Long weapon, since the wielder must use it in one hand. The buckler is an exception to this, allowing the use of both hands, as well as giving the user +1 to Defense.

Flanking: If 2-4 persons flank an enemy, all have advantage over the target.

Special Rules *(read more on page 177)*

Conflicts Within the Group: The active player in the situation is nominated to make the test, while the other acts as resistance. A usual situation would be when a character attempts to trick or place something on another character. A *[Discreet←Vigilant]* test is then made.

Damage from Poison & Acid: Poison deals damage each turn, and is not affected by Armor once it has takeen effect. Poison continues to deal damage until its duration ends, or until someone applies an antidote and makes a successful *Cunning* test.

Acid attacks each turn and has to penetrate Armor in order to deal damage. To remove acid from a body or armor requires that someone spends a Combat Action and makes a successful *Cunning* test.

Damage from Falling: Damage is equal to the number of meters fallen. A successful *Quick* test reduces the damage by –3. Water or other soft substances subtracts another 5 meters from the fall. Armor protects as usual.

NPCs intervene on the characters' side: There are two ways to handle such situations: Give the NPC(s) to a player and let him or her control it/them for the duration of the combat, or, handle them yourself, summarily. The Game Master does not have to roll any dice in the latter case, only describe what happens.

1 Initiative

The Initiative decides the turn order in combat, meaning the order in which the characters and enemies act.

A. **Long weapons:** Anyone wielding a Long weapon is allowed to make a Free Attack at first contact with one enemy who is not armed with a Long weapon.

B. **Surprised:** Make a *[Vigilant←Discreet]* test to see if the target is surprised. If successful, the attacker can make a Free Attack at the start of the turn against one surprised enemy.

C. **Quick:** Normally, the combatant with the highest *Quick* gets to act first.

D. **Vigilant:** If two or more combatants have the same *Quick*, then *Vigilant* is used as a tie breaker to determine the turn order.

E. **1D20:** If two or more combatants also have the same *Vigilant*, roll 1D20 until one of them rolls higher than the other.

F. **Delay Action:** It is possible to delay one's Initiative and let others act first, but then the combatant must keep this delayed Initiative for the rest of the battle.

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Death Test (1D20)

1: The character's wound looked much worse than it actually was; the character wakes up with 1D4 *Toughness* left, ready to act during the next turn.

2–10: The character remains at death's threshold.

11–19: The character is a step closer to death. The third time the roll has this outcome, the character dies.

20: The character dies, but may say some last harsh words if the player wants to.

2 Movement & Combat Actions

Each combatant has two actions, one **Movement Action** and one **Combat Action**. These can be used as follows:

A. Movement Action

I. **Move into melee:** To move towards an enemy in order to attack. This gives an enemy with a Long weapon a Free Attack, but not if the attacker wields a Long weapon as well.

II. **To flank an enemy** already engaged in melee with a combatant allied to the flanking person.

III. **Move around an enemy** in order to reach another target standing further away. This gives the bypassed enemy a Free Attack.

IV. **Disengage from melee:** allows every engaged enemy to perform a Free Attack.

V. **Create free line of sight:** Move to get an obscured enemy into your line of sight.

VI. **Draw weapon**

VII. **Switch weapon:** Sheath one weapon and draw another one.

VIII. **Stand up** after having been knocked prone (requires a successful Quick test).

IX. **Drink/apply elixir:** To apply an elixir to either yourself or your equipment.

B. Combat Action

I. **Attack:** An ordinary attack using a weapon.

II. **Active Ability:** An attack with, or the use of, an active ability.

III. **First aid:** To apply an herbal cure on a wounded or dying companion.

IV. **Additional Movement Action:** Replace your Combat Action with another Movement Action.

V. **Pass on elixir:** To use an elixir on an ally or its equipment.

3 Defense

A. **Defense:** All attacks made during the turn can be met with *Defense*, where the effective defense value is based on *[Defense←Accurate]*. If the Defense test is successful, then the attack misses completely. Should the attack hit, proceed to Damage.

4 Damage

A. **Weapon damage:** The damage dealt by the character is rolled by the player. Their enemies have fixed damage values, announced by the Game Master when a character suffers a hit.

B. **Protection from Armor:** The Armor is subtracted from the weapon damage. The character's Armor is rolled by the player; the fixed value of the enemies' Armor is handled by the Game Master.

C. **Actual damage:** The target suffers as much damage as *[Weapon's damage –Armor]*.

D. **Pain Threshold:** The attacker determines whether the effect if the actual damage is equal to or higher than the target's Pain Threshold; if so, the target is either knocked to the ground or the attacker is allowed to perform a Free Attack.

E. **Death test:** Should the actual damage suffered be greater than the character's remaining *Toughness* the character is either incapacitated or dying. The player must make a Death Test each turn to see if the character survives or dies.

Advantage

If a character has the advantage, it receives a +2 bonus to the relevant attribute when making Success tests, and its attacks deal +1D4 extra damage:

Attacking an unaware, surprised target. Requires a passed *[Discreet←Vigilant]*.

All melee attacks against an enemy lying down.

All melee attacks against a flanked enemy. A target is considered flanked if two enemies stand on opposite sides of it. It usually takes a Movement Action to get around an enemy and flank it. In the same way a character can use a Movement Action to get away from a flanked position – but with the consequence of receiving a Free Attack from each enemy engaged in melee.

All attacks against enemies standing on lower ground than the attacker, such as attacking down from a wall against enemies climbing a ladder. This applies to both melee and ranged attacks.

The abilities' effect on what attributes are used

ABILITY	ATTACK WITH	DEFEND WITH	INITIATIVE	REQUIRES …
Dominate	Persuasive (novice)	-	-	Attacks in melee combat
Feint	Discreet (novice)	Discreet (adept)	-	Attacks with a short or precise melee weapon
Iron Fist	Strong (novice)	-	-	Attacks in melee combat
Backstab	Discreet (novice)	-	-	Attacks with Advantage
Sixth Sense	Vigilant (novice)	Vigilant (adept)	Vigilant (adept)	Attacks with ranged weapons
Tactician	Cunning (master)	Cunning (adept)	Cunning (novice)	Attacks with anything but heavy weapons

Degrees of Difficulty

DEGREE	MODIFICATION	EXAMPLE
Childsplay	+5	Find a forest guide in Thistle Hold
Routine	+3	Beat a group of bored sellswords at a game of dice
Simple	+1	Track a wounded aboar through Davokar
Normal	0	Smuggle banned items past the town guards of Thistle Hold
Trying	−1	Realize that a lindworm is lying to you
Hard	−3	Desipher a message written in the code of the Ambrian army
Difficult	−5	Disarm a trap set by a master trapper
Absurd	−8	Hold down an arch troll for a turn, or find an affordable and capable forest guide in Thistle Hold.

Weapons (read more on page 149)

WEAPON	DAMAGE	QUALITY	COST
Single-handed Weapon	1D8	—	5 thaler
Short Weapon	1D6	Short	1 thaler
Long Weapon	1D8	Long	3 thaler
Unarmed attack	1D4	Short	—
Shield	1D4	—	3 thaler
Heavy Weapon	1D10	—	10 thaler
Crossbow	1D10	—	8 thaler
Bow	1D8	—	5 thaler
Throwing Weapon	1D6	—	2 thaler

Way of Travel & Time (read more on page 184)

WAY OF TRAVEL	THE PLAINS OF AMBRIA	LIGHT DAVOKAR	DARK DAVOKAR
Day's march	20 km	20 km	10 km
Forced march*	40 km	30 km	15 km
Death march**	60 km	40 km	20 km
Day's ride	40 km	30 km	10 km
Forced ride*	60 km	45 km	15 km
Death ride**	70 km	50 km	20 km

*Forced march/ride means that no natural healing will occur while traveling.

**Death march/ride involves an actual risk for one's life and wellbeing. All who travel at this speed suffer at least 1 point of Toughness each day, and must make a Strong test in order to not suffer an additional 1D6 points of damage. A roll with the outcome 20 means that the traveler has been mortally damaged in an accident during its journey.

Armor (read more on page 151)

ARMOR	PROTECTION	QUALITY	COST
Light	1D4	Impeding (−2)	2 thaler
Blessed Robe		Flexible	10 thaler
Order Cloak		Flexible	10 thaler
Witch Gown		Flexible	10 thaler
Wolf Skin		Cumbersome	1 thaler
Woven Silk		Flexible	10 thaler
Medium	1D6	Impeding (−3)	5 thaler
Crow Armor		Cumbersome	2 thaler
Lacquered Silk Cuirass		Flexible	25 thaler
Heavy	1D8	Impeding (−4)	10 thaler
Full Plate		Flexible	50 thaler

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Speaks in a unknown evil-sounding language while sleeping
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Iron Fist	Strong (novice)	-	-	Attacks in melee combat
Backstab	Discreet (novice)	-	-	Attacks with Advantage
Sixth Sense	Vigilant (novice)	Vigilant (adept)	Vigilant (adept)	Attacks with ranged weapons
Tactician	Cunning (master)	-	Cunning (adept)	Attacks with anything but heavy weapons

Degrees of Difficulty

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Absurd	–8	Hold down an arch troll for a turn, or find an affordable and capable forest guide in Thistle Hold

Weapons (read more on page 149)

WEAPON	DAMAGE	QUALITY	COST
Single-handed Weapon	1D8	-	5 thaler
Short Weapon	1D6	Short	1 thaler
Long Weapon	1D8	Long	3 thaler
Unarmed attack	1D4	Short	-
Shield	1D4	-	3 thaler
Heavy Weapon	1D10	-	10 thaler
Crossbow	1D10	-	8 thaler
Bow	1D8	-	5 thaler
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Armor (read more on page 151)

ARMOR	PROTECTION	QUALITY	COST
Light	1D4	Impeding (–2)	2 thaler
Blessed Robe		Flexible	10 thaler
Order Cloak		Flexible	10 thaler
Witch Gown		Flexible	10 thaler
Wolf Skin		Cumbersome	1 thaler
Woven Silk		Flexible	10 thaler
Medium	1D6	Impeding (–3)	5 thaler
Crow Armor		Cumbersome	2 thaler
Lacquered Silk Cuirass		Flexible	25 thaler
Heavy	1D8	Impeding (–4)	10 thaler
Full Plate		Flexible	10 thaler

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