

Introduction

The aim of this document is to gather in one single place all the different house rules I have come up with during my games of Runequest.

This is by no mean an official product or even a complete system but I hope you will find nonetheless some of my ideas interesting. Please feel free to pillage this document as much as you like and may Orlanth kindly smile upon your endeavors.

The base of this document is the Runequest SRD that I have amply amended.

Rule 0

The unwritten rule of tabletop Role Playing Games. You all know it but it is always worth repeating: the game master has the right to veto anything any player says, he has the right to change any rule or make up his own, he need not explain why he choses to do these things.

Skill test

Roll D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed.

Difficulty & Haste

Any modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, 'stacking' to make one final bonus or penalty. Test modifiers are always added to the skill, never to the D100 result (see opposed roll).

Difficulty	Time taken	Test modifier
Very Easy	10 x Normal time	+60%
Easy	5 x Normal time	+40%
Simple	2 x Normal time	+20%
Normal	Normal time	+0%
Difficult	-	-20%
Hard	Half Normal time	-40%
Very Hard	-	-60%
Impossible	Instantaneous	-80%

Quality of success & competency levels

Not all the skill use are equal. As a rule of thumb, the higher the D100 roll, the more successful the attempt is. The game master has all the latitude to quantify the different level of success.

For example: Cormac and Lana are undertaking the coming of age ritual of their tribe. As such, they have to cross a narrow ledge overlooking a pit to demonstrate their prowess to the village elders.

The game master decides that crossing the ledge will require a successful Acrobatic skill test.

Cormac has 35% in Acrobatics and Lana 55%. Cormac rolls a 15% and Lana a 45%.

Both Cormac and Lana succeed in crossing the pit without falling but the game master may stipulate that while Lana crosses the pit with the grace and agility of a mountain lion, Cormac only succeed doing so after much arm flaying and to-ing and fro-ing.

Moreover, a character with a sufficiently high skill level may be deemed to automatically succeed a skill test up to a certain Difficulty level. This assumes that the character has all the time in the world, the right equipment for the attempt and is under no particular pressure to succeed. The result of the automatic skill attempt is deemed to be of average quality unless the game master decides otherwise.

Skill/D100	Competency	Automatic success	Success quality
01%-15%	Beginner	-	Barely
16%-30%	Neophyte	Very Easy	Poor
31%-45%	Amateur	Easy	Mediocre
46%-60%	Professional	Simple	Average
61%-75%	Accomplished	Normal	Good
76%-90%	Expert	Difficult	Very good
91%-105%	Master	Hard	Perfect
+106%	Legendary	Very Hard	Exceptional

Tip: Less is More

As a rule of thumb, the less you roll dice the better. If it is absolutely critical for your story that a character succeeds an action then make it so.

Likewise, if failing at something is of no consequence to the character do not waste times doing a skill check. Use your judgment instead and in doubt assume that the character succeeds so as not to frustrate your player.

For example: Cormac has 45% in his metalworking skill. He is an amateur blacksmith. Under optimal conditions, he would normally automatically succeed any Easy task.

However, Cormac needs to quickly forge a new sword for his friend Lana. The game master decides that this task has a Normal difficulty. Since Cormac is not an Accomplished blacksmith, this task will require a successful skill check. Cormac rolls a 25% which is a success but the sword will be of poor quality.

Critical success

If the dice roll in a test is equal to or less than 10% of the modified skill, then a critical success has been achieved. The actual result of a critical success during a test is largely up to the Games Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal (Perfect/Exceptional).
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to their brilliance.

For example: Instead of rolling a 25%, Cormac actually rolled a 4% for his metalworking skill. This is a critical success. The sword will instead be of exceptional quality despite Cormac's limited knowledge of swordmaking. A stroke of genius!

Fumble

Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the roll. The actual result of a fumble is largely up to the game master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result, which actually makes further actions more difficult.
- The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

Automatic success & failure

- Any test result of 01 to 05 is an automatic success.
- Any test result of 96 to 00 is an automatic failure (and, in the case of 00, a fumble).

Very high skill

A character whose skill is above 100% will under normal circumstances always succeed his test unless he rolls an automatic failure (96% to 00%). If successful, he may add to his D100 results the amount by which his skill exceed 100%

For example: Jan the Old is a legendary blacksmith. His skill is 120%. He crafts a sword and rolls a 68%. His final score is actually 88% (68%+120%-100%) which means that this sword will be of Very Good quality

Digging deep

By definition your character is a hero. He or she can perform feats that no mere mortal can hope to emulate. To reflect this, player characters and named monsters can tap the spark that animates their soul to perform legendary feats. This is not a magical trick but rather represent the character digging deep into his or her mental reserves.

- A character can choose to spend Magical Points (MP) to temporarily boost his or her skill
- The character gains +5% to his skill for each MP spent. This bonus only applies to the next roll and the spent MPs are used up in their entirety regardless of the outcome of the D100 roll
- A character can spend in one go on a single skill test a maximum number of MPs equal to his or her INT divided by 5 and rounded down (minimum of 1)

Tip: When failure is not an option

Digging deep gives this extra security margin for those rolls the character has better to succeed.

Also by using up MP, this forces the player to balance using MPs for spells or to boost his skill test.

Finally, has a game master do not be shy about hinting that the player character should better be spending MPs on the next roll. It is a good technique to up the pressure around the table.

Group Tests

With a group test, the Games Master may make a single percentile roll to determine the success

of a group of individuals all performing the same task.

- **Team Tests:** in a team test, success is cooperative; everyone reaps the benefit from a single success. If the roll is a failure, everybody fails.
- **Sorting Tests:** in a sorting test, success is individual.

Option: Group dice pool

At the beginning of an adventure, give the players a token pool. Put one token per player in this pool.

Players during the game can dig into this group pool for re-rolls. However, each re-roll gets recuperated by the game master who can use the tokens thus collected to a) to re-roll a NPC skill test or b) to force a player to re-roll a successful test. The token used by the game master are in turn recuperated by the players.

This creates an interesting dilemma because using the tokens means depriving your partners from future re-rolls (it's a group pool) while reinforcing the game master.

Characteristic being employed and use that as the percentage of success.

Opposed rolls

Opposed tests are made by both characters attempting the relevant skill test. The game master decide which character is attempting the action (the active character) and which is attempting to resist the action (the passive character). Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

One Character Succeeds. If one character succeeds their test and the other fails, the successful character has won the opposed test.

Both Characters Succeed. Whoever rolled the highest in their skill test wins the opposed test.

Both Characters Fail. The attempt is a failure. As a rule of thumb, a successful attempt requires a successful skill test from the active character. The failure of the passive character is no excuse though the latter should also face the consequences of having failed his test.

Assistance

Characters will often have the opportunity to help one another during various tests. Every assisting character adds his critical score (10% of his skill) to the primary character's skill.

Large Groups & Percentile Success

From time to time, the Games Master may need to determine the success of a large group of people performing the same task, in a situation in which there is no room for error. In this case, he may simply take the skill or

For example: Cormac is trying to sneak past a guard. The game master decides that Cormac is the active character while the guard is the passive character. The game master calls for an opposed roll between Cormac's Stealth skill and the Guard's Perception skill. Both fail their tests. The game master decides that the guard was looking in another direction while Cormac started to move stealthily towards him. Our young barbarian was nearly there when suddenly he stumbles on some dead branches that crack loudly under his feet (consequence of failing the Stealth check). The guard spins around, sees Cormac but the latter is only a few meters away ready to pounce (consequence of failing the Perception check).

Any critical success rolled beats a normal success no matter how highly the opponent has rolled. If both participants roll a critical, the higher critical roll wins the opposed test.

10x2 Combat 2xR

Combat is divided into rounds which typically last 5 to 10 seconds. As a rule of thumb, assume that on average there is 10 rounds within a minute.

During each round, a warrior can typically perform 3 actions which are resolved in initiative order. Some exceptionally fast warrior or monster can sometime perform 4 or even 5 actions per round but they are exceedingly rare.

Every combat round typically goes through the following steps:

1. Determine Strike Ranks:

At the start of every combat round, roll D10 for each character and add the character's Strike Rank modifier. This will determine the character's Strike Rank - the order in which every character involved acts for the round.

2. Characters Take 1st Action:

Each character involved in

Fixed vs. Variable number of actions?

There is an argument that says that a warrior who is either very gifted or abnormally fast should have more actions per round than an average fighter.

It's a question of taste but I would argue that a fixed number of actions for everyone is easier to track from a bookkeeping perspective. Moreover, acting first when everyone has the same number of action is a great advantage (You attack. He parries. That's why Strike Ranks are determined with 1D6 instead of 1D10 to give a greater advantage to high DEX characters.

Should you wish to introduce variable number of action I would urge you to limit the difference in number of actions so as not to frustrate players with low action numbers who tend to end up watching from the sidelines.

Alternatively you could limit the number of action that can be used for attacks. A high weapon skill could mean that you can use all three actions to attack while a low skill may mean that you can only use one?

the combat performs one Combat Action in Strike Rank order. The character with the highest Strike Rank will act first, followed by the character with the second-highest Strike Rank, and so on until the character with the lowest Strike Ranks acts. Reactions, such as parries or dodges, are made during this process as appropriate.

3. Characters Take 2nd Action: After each character has completed his 1st action, characters with Combat Actions remaining may perform a second Combat Action, in Strike Rank order.

4. Characters Take 3rd Action: After each character has completed his 2nd action, characters with Combat Actions remaining (if any) may perform a third Combat Action, in Strike Rank order.

Determining initiative

As mentioned above, actions are resolved within each action phase in strike rank order. To determine a character strike rank, a the following roll is made at the beginning of the round

1D6 + DEX + Weapon speed bonus

Weapon	Speed bonus
Unwieldy (Shield, Improvised)	-4
Hand-to-hand (Hand)	+0
Short weapon (Dagger)	+1
Medium weapon (Sword)	+2
Polearm (Spear)	+3
Missile weapon (Crossbow)	+4

The weapon speed bonus is only applied if a character has a weapon in hand. In case of equality, the character with the highest DEX acts first. The game master is encouraged to provide bonuses to character strike rank roll in line with their current situation

For example: Cormac has surprised the guard. He has crept up behind him and pulled his dagger against his throat. Normally, Cormac's dagger should only provide a +1 Speed Bonus. However, the game master decides that in this case it will provide a +4 given how easy it is for Cormac to slit the guard's throat.

In theory, strike ranks should be re-rolled at the beginning of each round. However, the game master can opt to roll it only once at the start of

combat to save time. Should the tactical situation radically change (for example: reinforcements join the fight) the game master can always ask for a new roll.

Combat Actions

The actions a character may take when it is his turn to act are detailed here.

Aim: Every Combat Action spent aiming adds a +10% bonus to the character's ranged Weapon skill. This bonus only applies to the first attack the character makes with the weapon, which must be at the target being aimed at. A maximum of three Combat Actions may be spent aiming, for a +30% bonus. A character can take no other Combat Action or Reaction while aiming without losing the aim bonus.

Cast Spell: Spells often take many Combat Actions to complete. Any adjacent enemy may make a Reaction free attack in response to this action.

- A runic spell cost 1 action to cast for every 3 points of magnitude.
- A divine spell always cost 1 action to cast regardless of magnitude
- For sorceries, use the highest of the spell skill / manipulation and assume 1 action for every 30%. In addition add 1 action for every manipulation beyond the first one.

Charge: a character moves up to twice his movement in a straight line before launching a melee attack. If he has traveled more than 5m, he doubles his Damage Modifier. However, he cannot dodge as a reaction until his next action.

Close Combat Attack: The character can make a single close combat attack.

Delay: A character may pause to assess the tactical situation around him. If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action. The

Figurines & maps

I strongly urge you to use figurines and maps but not to be a slave to them. They are a great help to visualize a fight scene and a sure way to cut down on the arguments surrounding relative positions and line of sight.

However, I utilize them to represent the fight at a given time. As such, I would stay away from grids and tend to print my maps without a grid.

Do not count squares as another famous roleplaying game. This is not a wargame or a board game. Move your figurines freely and rely on the game master to tell you how far and how fast you can travel.

Also, a beautiful map is a great help but it can never replace a good description.

delaying character's Strike Rank is then altered reflect their new place in the Strike Rank order and they act as normal. If a delaying character wishes to interrupt a specific character's action as it occurs, or act immediately upon a specific trigger, the character must make a test appropriate to his interrupting action (a Weapon skill test if the character wishes to attack, for instance). If the trigger is capable of opposing the test with a test of its own relevant to its action, it may do so. Whoever wins the test acts first. Once the character has acted, they are no longer delaying and their Strike Rank is modified appropriate to their new position in the Strike Rank order.

Fighting Retreat: He may move up to half his Movement directly away from an enemy he is fighting. This is the only way to leave an opponent's control zone without giving a free attack.

Sprint: The character may move a distance up to twice his Movement score in a straight line. He cannot dodge as a reaction until his next action. Any adjacent enemy may make a Reaction free attack in response to this action

Move: The character may move a distance up to his Movement score. This movement can be combined with light activity like opening a door or Readyng a Weapon. Any adjacent enemy may make a Reaction free attack in response to this action.

Ranged Attack: The character can make a single ranged attack. Any adjacent enemy may make a Reaction free attack in response to this action.

reloaded with this action – this takes as many Combat Actions as noted in the weapon's description. Any adjacent enemy may make a Reaction free attack in response to this action.

Raise shield: A character equipped with a shield may raise it to take cover. Depending on the shield size, the character indicates one to three adjacent locations. While the shield is raised, hits targeting the said locations will use the highest of the location or shield armor rating. This lasts until the character lowers his shield or use it to parry.

Skill Use: Usually, any adjacent enemy may make a Reaction free attack in response to this action. The game master decides how many actions are required knowing that actions typically last 2-3 seconds. First aid typically takes 3 actions to perform.

Change Stance: The character may shift from one of the following stances to another: standing, prone, kneeling or sitting. Any adjacent enemy may make a Reaction free attack in response to this action.

Combat Reactions

As their name implies, those actions are taken in reaction to other character's actions. They occur in-between a character's two actions and count toward the 3 actions per round limit. They come in three types:

Dodge: a character actively move away from an attack. A prone character can roll on the floor but his dodge skill is halved.

Parry: a character utilizes a weapon or his shield to block an opponent attack.

An unarmed character trying to parry an armed opponent is hit in his arms even if he succeeds in parrying (if he fails, then the hit location is rolled randomly)

Free attack: a character gets an attack of opportunity and can immediately choose to melee attack the target that triggered the free attack. This occurs instantly and happens outside the normal strike rank order.

Whether a character choose to use a free attack to conduct a normal attack is his or her choice. Likewise, a warrior can utilize this free attack to conduct a special combat move (trip, disarm...). Such combat moves usually give the target the benefit of a free attack. However, as a rule of thumb, a character that has triggered a free attack does not benefit himself from free attacks until the free attack he triggered has been resolved.

Ready Weapon: Drawing a sword from its sheath, unhooking an axe from one's belt, nocking an arrow to one's bow – all these actions require the Ready Weapon Combat Action. A single Ready Weapon action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another takes two Combat Actions, as does readyng two weapons. Ranged weapons can be

Ready Weapon: Bows & throwing knives

Rather than readyng an arrow and firing it one at a time, a character can ready up to three arrows for 3 actions (1 arrow against the bow string and 2 in the hand holding the bow). He can then subsequently fire the prepared arrows at the rate of 1 action per arrow without having to spend action reloading inbetween. In short, the character has "paid" for the reloading upfront.

The same can be done with light thrown weapon like daggers or shuriken.

This cannot be done with slings, javelins or crossbows.

Zone of control

Should a warrior have a melee weapon in hand, he typically threatens all the area he can easily reach with his weapon. The exact size of this area is at the game master's discretion but generally it varies with the height of the warrior and the reach of his weapon. An unarmed warrior or one armed with a missile weapon has no zone of control.

Generally speaking, if an opponent in a zone of control does anything other than pay the utmost importance to the warrior, he or she will give a free attack to the warrior. The following actions typically give a free attack to the warrior threatening the zone:

- Move within the compass of an existing zone of control
- Leave the zone by an action other than a Fighting Retreat
- Change stance
- Cast a spell
- Ready weapon
- Ranged attack
- Conduct an unarmed attack or maneuver on an armed and ready opponent

Weapon reach: As such, a warrior equipped with a longer reach weapon has an advantage on his opponent. Should the latter decide to close in to get the warrior within range, the latter benefit from one free attack as the opponent moves within his zone of control. For argument sake, weapon can be roughly classified in four incremental size categories: hand, dagger, sword, spear.

Free turn: Combat and especially movements are simultaneous. To reflect this, a warrior has the right to change freely the direction he or she is facing when an opponent enters his or her zone of control. This move is free, does not count as an action and is not sufficient in itself to trigger a free attack. This rule was created to prevent newcomers from getting flanking bonuses simply by moving alongside a target.

Close Combat Attack Resolution

1 – Making the Attack

An attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using. If a character rolls equal to or lower than his Weapon skill, he has hit his target. The result of the roll I kept for stage 3

If a character rolls greater than his Weapon skill, he has missed his target and does not deal any

damage. The resolution process ends immediately.

2 – Target Reaction

If the enemy has any actions left, then this attack may be opposed. The target may attempt to dodge or parry the attack, as they choose. However, only one attempt may be made to each successful attack.

If the enemy has no action left, then this attack is unopposed. Move straight on to Damage Resolution if the roll in step 1 was successful.

3 – The opposed test

The target makes an opposed dodge or parry skill test against the attack roll initially done in step 1.

If the target is successful (i.e. rolls less than his or her skill but more than the attack roll), he or she has avoided the attack. No damage is applied and the resolution process ends immediately.

If the target is not only successful but has rolled a critical success, not only does he or she not suffer the damages as described above but it gets some additional benefit depending on whether it chose to parry or dodge

- Parry: The target can immediately riposte. He or she gets a free attack against the original assailant.
- Dodge: The assailant has overextended himself. He or she cannot dodge as a reaction until his or her next action.

If the target failed, then the latter is hit. Move to step 4 and apply the damages.

If the target failed and the assailant rolled a critical success, he or she will inflict maximum damage (including any Damage Modifier).

4 – Damage resolution

If this step is reached (the attack was successful and the target either did not react or failed to react), damages are rolled and applied immediately. Wound's effect and penalties immediately take effect.

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Situation	Attack modifier	Parry/Dodge modifier
Target is helpless	Automatic critical hit	No Parry / Dodge
Target is prone	+20%	Half skill
Target is attacked from the flank	+20%	-
Target is attacked from behind	+20%	Half skill
Target is on higher ground	-	+20%
Target is on lower ground	+20%	-
Attacking from prone	Half skill	+20%
Using an improvised weapon	-40%	-40%
Fighting in low light	-20%	-20%
Fighting in pitch dark	-40%	-40%

Ranged Attack Resolution

A ranged attack resolution follows exactly the same as a close combat attack except for the following differences:

- You can only parry a projectile if you are equipped with a shield.
- You can always Dodge instead
- Parry and Dodge skill tests are made at half-skill

For a ranged attack to take place, the ranged weapon requires to have been loaded. This may take a weapon specific number of ready weapon actions.

Cover. If a target is in cover or partially covered by an object, any attack that hits a covered location will instead hit the object. Cover affects both ranged and close combat attacks.

Firing into a melee. Firing into a crowd normally requires a -20% penalty as the character waits for the right circumstances to let loose. If the roll fails then the projectile flies harmlessly unless the shooter rolled a fumble. In this case, the projectile hit the closest ally to the target.

Hostage situation. The above rule describes firing into a fight. If the target is aware of the shooter and actively hiding behind another

opponent (an ally of the shooter taken hostage?), then hitting the target requires hitting a specific exposed location (-40% to hit).

- The shooter successfully roll his skill with a -40% penalty. The target is hit in the said location.
- The shooter successfully roll his skill but not with a -40% penalty. The hostage is hit in an random location.
- The shooter misses his roll. The projectile misses both the target and the hostage.

Situation	Attack modifier	Parry/Dodge modifier
Target is helpless	+20%	No Parry / Dodge
Target is prone	-20%	Half-skill
Target has moved more than 5m in the previous action	-20%	-
Target is beyond effective range	Half-skill	-
Target is partially obscured	-20%	-
Per 1 SIZ below 5 of target	-10%	-
Per 1 SIZ above 20 of target	+10%	-
Shooter is prone	Half-skill	-
Throwing an improvised weapon	-40%	No Parry
Strong winds	-10%	-
Fighting in low light	-20%	-20%
Fighting in pitch dark	-40%	-40%

Special Combat Move

This sections tries to cover the situations whereby a warrior tries to do something other than carry out a basic close-combat or ranged attack. Usually this involves a character making make one precisely aimed attack in order to strike a specific hit location, bypass a target's armour, strike a target's weapon or disarm an enemy. Precise attacks may not be made as part of a charge. All precise attacks are very difficult; the character's Weapons Skill suffers a -40% penalty. Precise attacks cannot be combined in a single strike.

Hit a specific location. The attacker declares that he is aiming for a specific hit location of the target's body. If successful, this strike automatically hits the desired location, instead of using the normal Hit Location table. A character can always hit a specific location without penalty if the target is helpless and he or she will usually automatically inflict maximum damage.

Bypass armor. A precise attack can be used to find chinks in an opponent's armour, bypassing its protection. Instead of choosing a hit location, the character can determine it normally but if successful in his attack, will ignore half the AP of the location he hits. As for hitting a specific location of a helpless target, the warrior can choose the location, ignore all the AP and inflict maximum damage.

Disarm. The attacker declares that he is attempting to disarm the target of a single held weapon. He rolls for an attack with the customary -40% penalty. His target can choose to parry or dodge if it has actions remaining. If the attack succeeds then instead of inflicting normal damages, do an opposed roll (Disarm roll) between the attacker's weapon skill and the target's parry skill. If the attacker is successful, he has disarmed the target whose weapon fall 1d6m away. A critical success lands the weapon in the attacker's free hand (if available). A target with a two hand weapon gets a +20% bonus to his or her Disarm roll. An unarmed warrior trying to disarm an armed opponent gives the latter a free attack.

Trip. The attacker can attempt to make his or her target fall. The attacker first has to close in on his victim which usually translate into the latter having a free attack if she is armed. The attacker makes an unarmed combat skill test. The victim can oppose his or her unarmed combat or dodge the attack if she has action remaining. If the attacker is successful, then do an opposed athletic check (Trip roll) between the attacker and the target instead of applying damages. A very stable target get +20% for each extra pair of leg. Likewise, the attacker gets a +20% to his Trip roll if the target was running in his or her previous action.

Grapple. The attacker attempts to subdue his or her victim by engaging it into hand-to-hand combat. This requires two free hands. Like for a trip attempt, the attacker first has to close in on his victim which usually translate into the latter having a free attack if she is armed. The attacker makes an unarmed combat skill test. The victim can oppose his or her unarmed combat or dodge the attack if she has action

remaining. If the opposed roll fail, nothing happens. If the the roll is a success, then both the attacker and his victim are said to be Engaged. If the roll is a critical success then the winner is Engaged while the loser is Pined.

Engaged. Basically, the warrior is engaged into a vicious hand-to-hand fight and his gripping his opponent. For all intent and purposes, he cannot move from his current location and all his skills are halved when not dealing with the opponent with whom he is fighting in hand to hand. As an action, an engaged character has the choice between:

- Breaking free. He must succeed an opposed unarmed combat roll to break free from his opponent grip. If successful, both him and his opponent immediately cease to be engaged
- Pin his opponent. The warrior strengthens his grip on his target. The latter becomes pined while he remains engaged.

Please note that typically it takes one action to establish a grip (engage the target) and then one additional action to pin it.

Pined. A pined target is in a vicious grip. He or she is helpless and the only available action is for he or she to try to break the pin by making a successful opposed unarmed attack skill test. If successful, the target's status reverts to engaged. If not, the pin continues. A critical success means that the target immediately breaks free.

Moreover, the following things can be done to a pined target assuming the attacker is not pined himself. These actions however require a successful opposed unarmed combat roll from the attacker's part to happen:

- Immobilize/gag the target
- Prize an object from the target hands
- Move the target at half speed
- Inflict unarmed combat damages to the head or chest. This ignores armor

For warriors outside the grapple, a pined target is helpless and can easily be finished off.

Combat Maneuvers

Characters are not the run of the mill kind of warrior. They are made from the stuff legends are made off. As such, they have perfected special combat maneuver over the years that givens them abilities beyond the scope of a normal warrior.

How do these maneuvers work? Basically, instead of performing a normal action, the character may choose instead to perform a know special combat maneuver. They usually take the form of action, require a combat skill check with a -20% penalty to happen and consumes Magical Points (NPs).

game terms, you spend Hero points to learn them at the game master's discretion (1 HP per level?).

Which Combat Maneuvers am I entitled to? This depend on the weapon you are using and on your skill level with this weapon. Some high-end maneuver are only available to the warriors who are very proficient with a given weapon. Use your attack (or parry for shield) score to determine that. Maneuvers are specific to a weapon group.

Why should you use combat maneuvers?

Because they are so cool and fun to use. You should really give them to your players and boss monsters.

I see two main advantages from a game play perspective:

1) Combat maneuvers are very visual. It's a great way to up the descriptive and narrative aspects of a fight. Instead of saying "you roll a 43% and hit for 6 in the 12" which is dry, technical and boring isn't it much better to say "your blade sings as you wield it at incredible speed, dealing death to all those that dare approach you" to represent the effects of a Wall of blades?

2) It is a great tool to differentiate between characters. A DEX16 warrior with 55% in sword weapon skill... looks exactly like a DEZ16 warrior with a 55% sword weapon skill. By choosing weapons and combat maneuver you can make each character unique.

One final word of advice: gives the goodies to your players soon because they'll love it and don't be shy to experiment with the maneuver themselves or the order in which they are learnt.

Why MPs? The maneuvers are not magical tricks in themselves. They are more akin to extraordinary feat of physical and martial prowess. Like for the Digging Deep rule, such feats requires the warrior to tap in his innermost reserves. As such, Combat Maneuvers are a limited resources that requires to be spent carefully.

From a game play perspective, it puts the players in front of an interesting decision. Do they choose to spend their MPs on spells, improving their rolls with digging deep or powering their combat maneuvers? It also means that a non-magical oriented character is still as fun to play and powerful than a magical oriented character at higher levels.

When can I use them? It is mentioned in their description. Usually they can be used as actions (i.e. on the character's turn), reactions (ie as part of a parry or a dodge) or during free attacks. Unless you use the combine maneuver, a warrior can only use one maneuver at a time.

How do you learn those Combat Maneuvers? A beginning character should start with maybe one or two maneuvers, the result of the teachings of the character's martial instructor. As the game progress, the character can learn new one either by studying or practicing ("hey! I've done a cool move! I should remember how I did that"). In

Axe weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Furious charge	20%	1
II	Rain of blows	35%	2
III	Feint, Double strike	50%	3
IV	Combination, Wall of blades	65%	5
V	Block, Two weapon defense, Mounted combat	80%	8
VI	Disarm, Counter-strike	95%	13

Bow weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Fast shot, Ambush	20%	1
II	Long shot, Double shot	35%	2
III	Moving shot, Close combat shot, Indirect shot	50%	3
IV	Perforating strike, Bouncing shot, Combination	65%	5
V	Ranged mounted combat	80%	8
VI	Master shot	95%	13

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Crossbow weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Fast shot, Long shot	20%	1
II	Ambush, Moving shot	35%	2
III	Close combat shot, Perforating strike	50%	3
IV	Ranged mounted combat, Combination	65%	5
V	Disarm	80%	8
VI	Indirect shot	95%	13

Polearm weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Push back, Furious charge, Wall of blades, Mounted combat	20%	1
II	Double strike, Double parry, Suicide attack	35%	2
III	Precise strike, Full parry, Counter-strike	50%	3
IV	Block, Combination, Rain of blows	65%	5
V	Feint, Choke, Stunning blow	80%	8
VI	Disarm, Perforating strike	95%	13

Dagger weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Precise strike, Two weapon defense	20%	1
II	Feint, Double parry, Double strike	35%	2
III	Full parry, Combination, Close in	50%	3
IV	Disarm, Block, Suicide attack	65%	5
V	Rain of blow, Choke	80%	8
VI	Blind	95%	13

Mace weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Stunning blow	20%	1
II	Wall of blades	35%	2
III	Full parry, Furious charge	50%	3
IV	Push back, Combination	65%	5
V	Block, Two weapon defense, Mounted combat	80%	8
VI	Disarm, Double strike	95%	13

Flexible weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Wall of blades, Block	20%	1
II	Disarm, Choke	35%	2
III	Rain of blows, Precise strike, Trip	50%	3
IV	Counter-strike, Throw	65%	5
V	Push back, Full parry,	80%	8
VI	Mounted combat, Suicide attack	95%	13

Shield weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Full parry, Block	20%	1
II	Push back, Furious charge	35%	2
III	Double parry, Disarm	50%	3
IV	Counter-strike	65%	5
V	Stun	80%	8
VI	Double strike	95%	13

Staff weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Double strike, Push back, Wall of blades	20%	1
II	Ferocious charge, Full parry, Counter-strike	35%	2
III	Double parry, Combination, Rain of blows	50%	3
IV	Disarm, Block, Suicide attack, Blind	65%	5
V	Choke, Stunning blow	80%	8
VI	Feint, Precise strike	95%	13

Sword weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Precise strike, Full parry, Block, Mounted combat	20%	1
II	Double parry, Feint, Ferocious charge, Blind	35%	2
III	Double strike, Disarm, Counter-strike, Suicide attack	50%	3
IV	Two weapons, Combination, Wall of blades, Rain of blows	65%	5
V	Push back, Stunning blow	80%	8
VI	Choke, Close-in	95%	13

Thrown weapon group

Lvl	Maneuvers	Min skill	MP cost
I	Fast shot, Indirect shot	20%	1
II	Ambush, Bouncing shot, Close-combat shot	35%	2
III	Long shot, Moving shot	50%	3
IV	Combination, Double shot, Ranged mounted combat	65%	5
V	Disarm, Perforating strike	80%	8
VI	Master shot	95%	13

Unarmed combat group

Lvl	Maneuvers	Min skill	MP cost
I	Acrobatic dodge, Block, Trip, Close in	20%	1
II	Feint, Blind, Throw, Throttle	35%	2
III	Precise strike, Combination, Double strike	50%	3
IV	Furious charge, Counter strike	65%	5
V	Rain of blows	80%	8
VI	Push back, Disarm	95%	13

Acrobatic dodge

"You wildly spin around your opponent as if your were dancing, throwing him off track"

As a Reaction, a warrior with this maneuver can use his Acrobatic skill to dodge an attack. Moreover, he can move up to his movement as part of the reaction though such a move will very likely grant a free attack to the warrior's opponent for moving within a control zone.

Ambush

"You jump from behind cover, let loose at your startled target before immediately falling back"

As an Action, a warrior can nominate a surprised target and makes an opposed ranged skilled test (the surprised target usually has his or her dodge/parry skill divided by four) at +20%.

Bouncing shot

"You purposefully aim at a point off to your target before letting loose. Your projectile flies, hit the spot, bounce back and hit your surprised target"

A warrior can use a flat surface (if available) to make a shot ricochet and thus ignore a target's cover. As an Action, he makes an opposed ranged attack skill check at -20%. If successful, the warrior ignores cover but deals half damage as the shot lost momentum during the bounce. This maneuver is basically the indoor version of the Indirect shot.

Blind

"With the tip of your weapon, you flick sand in the eyes of your opponent."

As an Action, the warrior nominates a target and makes an opposed weapon skill test at -20%. If successful, the target is blinded (-20% to

hit/parry/dodge) until it spends one action cleaning his or her eyes.

Block

"With a deft twist of your wrist, you block your opponent's weapon with your own."

As a Reaction, the warrior may chose to block a melee attack. He takes an opposed weapon parry roll at -20% against a successful attack as per a normal parry (please note that an unarmed warrior cannot parry an armed opponent). If the parry is successful, then both him and his assailant become Engaged immediately. Moreover, none of them can use his or her weapon. The assailant can try to break free as an Action with a successful opposed weapon skill roll (not an unarmed combat) as per a grapple. You cannot pin your opponent with a further Action unless you are fighting unarmed or have the Choke maneuver. The warrior can however chose to drop the block whenever he feels like (free action).

Choke

"You slide your weapon against your opponent's windpipe and exert pressure, slowly bleeding him out of his life"

If a warrior has successfully landed a Block on an opponent, he can as an Action attempt to choke him or her with his weapon. The warrior makes an opposed weapon skill test. If successful, his or her opponent becomes Pined while the warrior remains Engaged. As per a grapple, the warrior can start inflicting damages to his target in the subsequent Actions. Damage dealt use the weapon's damages and the warrior's damage modifier. A pinned opponent can try to revert to engaged status with a successful opposed unarmed combat skill against the warrior's weapon skill. You can only learn the Choke maneuver if you already possess the Block maneuver.

Close-combat shot

"You whirl around, letting loose a point-blank range"

As an Action, a warrior can fire a readied projectile at an opponent with whom he is already in hand-to-hand combat. The warrior suffers a -20% penalty to its opposed ranged attack roll but this does not trigger a free attack. Please note that this does not apply to reloading which will trigger an attack of opportunity if it happens within the confines of an opponent's zone of control.

Close in

"You deftly move within your opponent's attack arc"

As an Action, a warrior can close in on his target and move inside his opponent's attack arc. This move triggers a free attack though both the warrior and his opponent immediately (i.e. takes effect before the free attack) suffer a -20% to attack and parry roll unless they are fighting hand-to-hand or with dagger sized weapons. To end this penalty, one opponent can chose to step back. This however gives a free attack to his adversary for moving within a control zone.

Counter-strike

"You block your opponent's weapon and counter-attack in one fell swoop."

As a Reaction, the warrior makes an opposed weapon parry skill test at -20% against a successful attack. If successful, not only does he not suffer damages but he can immediately make a free attack with this weapon against his or her assailant as part of the same action. You can only make one Counter-strike maneuver in-between two Actions.

Combine

"Using techniques that you developed yourself, you perform a feat of martial prowess which will echo in the legends hence worth."

With this maneuver, the warrior can combine two maneuvers into a single maneuver and benefit from all of their advantages. The maneuvers have however to be compatible and happen at the same time. (i.e. you cannot combine one maneuver that occurs as an action with one maneuver that occurs as a reaction). In additions, if the maneuvers require exactly the same roll to succeed (for example: both require an opposed weapon skill test) then the two rolls are combined into one and the penalties that usually accompany it are doubled (-40%). If the two maneuvers require different roll then each roll must be successfully taken with once more double the original penalty.

For example: Armed with a sword, Cormac wants to combine Rain of blow and Precise strike. This is possible as both maneuvers occur as Actions. This will cost a whopping 11 MPs (5 for Rain of blow, 5 for Combination and 1 for precise strike). Both Rain of blow and Precise strike require an opposed attack weapon skill test. The two test are combined into one but with a -40% penalty.

For example: Armed with a spear, Cormac now wants to combine Full Parry and

Wall of blade. This is possible as both maneuvers occur as Actions. This will cost 9 MPS (5 for Combination, 3 for Full parry, 1 for Wall of blades). This will requires two separate rolls at -40%, with an unopposed weapon parry skill test for the Full Parry and a unopposed weapon attack skill test for the wall of blades. Please note that in this case the -20% penalty for attacks thanks to the Full Parry will also apply to the Wall of blade's free attacks.

Disarm

"You block your opponent's weapon and with a deft flick of the wrist you pry his grip open."

As a Reaction, the warrior makes an opposed weapon parry skill test at -20% against a successful attack. If successful, not only does he not suffer damages but he can immediately make a Disarm roll against his or her assailant as part of the same reaction. You can only make one Disarm maneuver in-between two Actions. Note that an unarmed warrior using this maneuver can exceptionally perform a disarm without giving a free attack to his opponent.

Double parry

"You deftly parry your opponent's weapon before getting back in your defensive stance in one smooth move."

A warrior with this maneuver can parry two attacks at the cost of one action. He suffers however a -20% to his or her weapon parry skill test. Unused parry cannot be carried over. This maneuver is used as a Reaction.

Double shot

"You let loose two projectile at the same time."

A warrior equipped with a bow or throwing knives uses this maneuver as an Action to fire two projectiles at the same time. He needs to have at least two projectile prepared in his hand. The warrior then makes two opposed ranged weapon skill with respectively a -20% and a -40% penalty as part of the same action. The two projectiles hit the same target.

Double strike

"You swing your weapon one way and strike again on the back swing."

A warrior with this maneuver can make two close combat attacks at the cost of one action. The two targets have to be within the warrior's control zone at the start of the action. He suffers however a -20% to his or her weapon attack skill roll. Unused attacks cannot be carried over.

This maneuver can be used as an Action or as part of a free attack.

Fast shot

"You let loose in one carefully choreographed move that is barely visible to the untrained eye"

A warrior can use this maneuver as part of a normal ranged attack Action. He benefit for this action from a +3 bonus to his strike rank.

Feint

"You dart around your target, throwing it of balance."

As a Reaction, the makes an opposed dodge skill test with -20% against a specific opponent's successful attack. If successful, not only does the warrior not suffer any damage as per a successful dodge but he can freely move within his opponent's zone of control without triggering a free attack. However, moving outside the opponent's zone of control or within an overlapping zone of control from second opponent does trigger a free attack.

Ferocious charge

"You gather all your energy before breaking into a quick sprint. You tighten your grip on you weapon as you charge toward your enemy, your warcry on your lips."

As an Action, the warrior may charge his opponent. He moves at double his base speed directly toward his target before striking with a melee attack. If successful, he will add +1 to his damage dice for every 2m traveled as part of the charge. He cannot dodge until his next action and suffers in addition a -10% cumulative penalty to his or her parry skill test for every 2m traveled.

Full parry

"You fall into guard, ready to meet any incoming attack"

As an Action, the warrior makes an unopposed weapon parry skill test with a -20%. If successful, all his future parry or dodge roll have a +20% bonus. All his attack rolls (whether as part of actions or free attacks) have a -20%. This last until the warrior decides to drop it or take another combat maneuver. As such, this effect may span multiple actions or round.

Indirect shot

" You pull back on your bow and let loose in a beautiful parabolic shot that hit your opponent regardless of the cover behind which he was hiding"

With this maneuver, a warrior can shoot above obstacles and thus ignore the cover they provide. This assumes that there is enough room to do that. This takes the form of an Action during which the warrior performs an opposed ranged weapon attack skill test at -20%.

Long shot

"You empty your head, hold you breath and let loose. Your projectile seems to fly for ever."

A warrior can use this maneuver as part of a normal ranged attack Action. He does not suffer from the half-skill penalty for firing beyond effective range.

Master shot

"You fir multiple arrows into the air, which strike their targets exactly as the same time."

If a warrior has enough arrow or thrown knife ready, he can fire them one at a time (i.e. one Action per arrow). The warrior however makes his opposed ranged weapon attack skill checks only once the last arrow has been fired. He suffers a -20% penalty for each arrow fired in total (i.e. 3 arrows = -60% to each roll). The warrior can vary targets so long as they are not more than 2m away from each others. The projectiles are deemed to hit simultaneously.

Mounted Combat

"Using your weapon from the back of a horse is second nature to you."

Typically when fighting from horseback, your skills are capped at your horse riding skill. This limitation does not apply to your weapon anymore. Moreover, you gain the right to utilize other combat maneuver from horse back. Exception: This maneuver is not an action, it automatically succeed and cost 0 MP to use.

Moving shot

"While carefully moving toward your opponent, you let loose."

As an Action, the warrior can move up to his normal move and make a single ranged attack roll at -20%.

Perforating strike

"Your incredibly powerful blow not only does go through a first target but it manages to hit a second one that was standing behind."

With this maneuver, a warrior can try to strike two targets that are standing behind each other as part of the same action using a sharp weapon. This takes the shape of an Action,

during which the warrior makes a first opposed weapon attack skill test (or ranged weapon attack skill test if wielding a bow or a crossbow) at -20%. If he deals enough damage to get his opponent's location fall to 0 hit point, he gets another attack at -40% against the second target standing behind. He will only deal half damage the second time. If he is yielding a melee weapon, the latter is probably stuck in the first target.

Precise strike

"You carefully wait for an opening before hitting your target exactly where you want"

As an action or during a free attack, the warrior makes an opposed weapon attack skill test as normal with a -20% penalty. If successful, he can chose the location hit. This bypasses the normal -40% penalty for hitting a specific location.

Push back

"You use the length of your weapon not only to deal grievous bodily harm but also to repulse your attackers"

As an Action or during a free attack, the warrior makes an opposed weapon attack skill test as normal with a -20% penalty. If successful, he deals damage as normal but on top of this the target is automatically knocked back 1m for every 5 points of damages suffered (i.e. after taking into account armor).

Rain of blow

"You pummel your opponent into submission, disregarding technique for pure brute strength"

As a single Action, the warrior makes a number of attacks. He gets one plus one extra attack for every subsequent action he sacrifices for this round (i.e maximum attack is 3 for a 3 action character using this maneuver on its first action). All his attacks are at -20%.

Ranged Mounted Combat

"Using a projectile weapon from the back of a horse is second nature to you."

Typically when fighting from horseback, your skills are capped at your horse riding skill. This limitation does not apply to your weapon anymore. Moreover, you gain the right to utilize other combat maneuver from horse back. Exception: This maneuver is not an action, it automatically succeed and cost 0 MP to use.

Suicide attack

"Disregarding any survival instinct, you throw yourself at your opponent without any regard for your own life."

As a Reaction against a successful attack, a warrior can eschew parrying and dodging in favor of a free attack at -20%. Both attacks occur simultaneously. His assailant can parry or dodge normally.

Stunning blow

"You bid your time, waiting for an opportunity to deal a vicious blow to your opponent's head."

When faced with an humanoid creature, the warrior makes as an Action or during a free attack an opposed weapon attack skill test as normal with a -20% penalty. If successful, the warrior deals half damage to the head and the opponent immediately has to make an Resilience skill test to avoid falling unconscious regardless of his head location's hit points.

Throttle

"You take your opponent in a vicious head grip and squeeze with all your strength"

When faced with a pined humanoid creature, the warrior makes as an action an opposed unarmed combat attack as normal with a -20% penalty. If successful, the warrior deals half damage to the head and the opponent immediately has to make an Resilience skill test to avoid falling unconscious regardless of his head location's hit points.

Throw

"You quickly get your center of gravity below your opponent's and swoop him from his feet"

When faced with an engaged humanoid creature, the warrior makes as an Action an opposed unarmed combat attack as normal with a -20% penalty. If successful, the warrior deals no damage but the opponent falls prone to the floor.

Trip

"You take advantage of your opponent's ungainly move to send him or her tumbling to the floor"

When given a free attack due to one opponent's movement (moving out or within a control zone), the warrior can as a Reaction make an opposed unarmed combat attack (or weapon attack) skill test at -20%. If successful, he sends

his or her opponent sprawling to the floor, thus effectively ending his movement.

Two weapon defense

"You wield two similar weapons to create a near impenetrable barrier to protect yourself"

A warrior can use this maneuver as a Reaction. He makes an opposed weapon parry skill test at -20% against a successful attack. If he is successful, he or she does not suffer damage as per a successful parry. In addition, this parry does not count as an action. This maneuver can only be used once in-between two Actions.

Wall of blades

"You wield your weapon at an incredible speed, creating a zone of near certain death for anyone fool enough to tread inside"

As an Action, a warrior makes an unopposed weapon attack skill test at -20%. If successful, free attacks triggered by opponents' moves within (or exiting) the warrior's zone of control do not count as actions. The warrior however cannot attack as an action while the wall of blade last. Free attacks work as normal. The wall of blade last until the warrior ends it (a free action), move, dodge or does anything other than parrying or attacking. This maneuver is particularly useful with longer reach weapons.

Martial Ways

You though Combat Maneuvers were cool? Some warriors are even beyond that. They are the master of Martial Techniques which taken together form a Martial Way.

From a game perspective, Martial Techniques are akin to super-maneuver. They require however that a number of pre-requisite be met before one character can hope to learn one.

Learning them is actually quite tricky, as unlike Combat Maneuvers you cannot spend Hero Points to acquire them. Instead, you have to find a teacher and persuade him to teach you. This in itself could be the subject of a quest in itself.

The Way of the Mongoose

"Once upon a time, a long time ago, Master Po used to travel the land. He was an unassuming small potbellied man. He traveled from villages to villages looking for worthy opponents to test his mettle. Many did not take him seriously when at first they saw him but all ended rapidly with one of Master Po's sharp dagger against their throat. Unassuming that he was, Master Po knew the Way of the Mongoose. He traveled the land for 3 years as his reputation grew and

skilled warriors flocked to him in the fool's hope of defeating him and reaping the glory that would go with such a feat. Then all of a sudden, Master Po disappeared, never to be seen again. No one knows why."

The Tail of the Mongoose

5 MPs

"You jump forward and viciously quick your opponent's legs from underneath him"

Pre-requisite Trip, Close in, Unarmed combat at above 35%

As an Action, a warrior armed with a dagger can close in on his target while attempting to throw it on the ground. Normally, the warrior's move or his attempt to make an unarmed attack on an armed opponent should triggers two free attacks. Only one free attacks takes place and both the warrior and his opponent suffer a -20% to attack and parry roll unless they are fighting hand-to-hand or with dagger sized weapons. Regardless of the outcome of the free attack, the warrior can make a Trip roll as part of the same action.

To end the -20% penalty that plagues both attack and parry rolls, one opponent can chose to step back. This however gives a free attack to his adversary for moving within a control zone.

The Claws of the Mongoose

7 MPs

"Up close and personal with your target, you assault it with a barrage of short stabbing motions that overwhelms its defenses."

Pre-requisite Close in, Double strike, Unarmed combat & Dagger at above 35%

As an Action, a warrior armed with a dagger can close in on his target and pummel it with short stabs. This move triggers a free attack though both the warrior and his opponent immediately (i.e. takes effect before the free attack) suffer a -20% to attack and parry roll unless they are fighting hand-to-hand or with dagger sized weapons. The warrior then sacrifices a number of actions to obtain extra attacks. All this attacks suffer a -20% penalty whether they are done unarmed or with a dagger

To end this -20% penalty that plagues both attack and parry rolls, one opponent can chose to step back. This however gives a free attack to his adversary for moving within a control zone.

Surprise

If a character is taken by surprise by another character, he or she suffer the following penalties during the first round of combat:

- His Strike rank suffer a -10 modifier
- When it is his turn to act, he must succeed a Persistence test or be frozen by surprise (lose the action). If he passes this test once, he does not need to take it again for subsequent actions
- A surprised character can react but, so long as the character has not succeeded his Persistence test to act, his parry skill and dodge are halved before any additional modifiers and he never benefits from free attacks.

Mounted combat

A mounted character's skills are capped by his ridding skill. Moreover, he cannot perform any combat maneuver unless it has the Mounted combat maneuver in the first place.

A mounted warrior has a +20% bonus to attack and parry against an opponent on foot. For locations the mounted warrior will roll 10+1D10 to hit his target while the opponent only 1D10.

An opponent can target the mount of a mounted warrior. In this case, the mount can dodge with the highest skill between its dodge skill and his rider's ridding skill.

Damage

When a character successfully scores damage against a target, the damage must be deducted from a specific hit location.

Every weapon has a damage rating, which is listed in its statistical entry in the relevant Weapons table in the Equipment chapter. This is the amount of dice rolled when the weapon successfully hits a target, to which is added the attacker's Damage Modifier.

Hit Locations

A successful attack will damage a specific hit location. To determine which location has been hit, roll 1D20 and compare the number rolled with the Humanoid Hit Location table. The amount of damage is deducted from the hit points of this location. So long as the location has hit points remaining, the character will suffer no further effects. If the location is reduced to zero hit points or less, then the character is injured:

D20	Hit location
1-3	Right leg
4-6	Left leg
7-9	Abdomen
10-12	Torso
13-15	Right arm
16-18	Left arm
19-20	Head

If the target is much bigger than the assailant then instead of throwing 1d20 for the location, the assailant will throw 1D10 as he is much more likely to hit the lower part of the target's body given his smaller size. Likewise, if the assailant towers above the target, he will roll 10+1D10 as he is much more likely to hit the upper parts of the target's body.

Location's Hit Points reduced to 0

The location has suffered a Minor Wound. The location will be permanently scarred and the character loses his next Combat Action.

Location's Hit Points reduced to -1 or more

The location has suffered a Serious Wound. The location is permanently scarred and the character loses his next 1D4 Combat Actions.

Limbs: A limb will be rendered useless by a Serious Wound, until the location is restored to 1 hit point or more, or if the character receives First Aid. If a leg is rendered useless, the character drops prone.

Abdomen, Chest or Head: A character with either the Abdomen, Chest or Head suffering a Serious Wound must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid.

Location's Hit Points reduced to a negative score greater than its starting Hit Points

The location has suffered a Major Wound. The location is permanently scarred and the extent of the injury may well permanently maim or kill the character.

Limbs: A limb will be either severed or mangled by a Major Wound. The character drops prone and must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at

the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid. If the location does not recover within a number of Combat Rounds equal to the character's CON+POW, the character dies from blood loss and shock.

Abdomen, Chest or Head: A character with either the Abdomen, Chest or Head suffering a Major Wound must immediately make a Resilience test or die. If the character lives, another Resilience test must be made to stay conscious. Both tests will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid. If the location does not recover within a number of Combat Rounds equal to half the character's CON+POW, the character dies from blood loss, shock and internal injuries.

One Useless or Missing Arm

A character that has one arm rendered useless drops anything held in that arm's hand. The character may not use any weapon that requires two hands, such as great axes or bows. They also suffer a -20% penalty to any Skill that normally relies upon using two arms or hands, such as Athletics tests to swim or Boating tests to paddle.

Two Useless or Missing Arms

A character that has both arms rendered useless drops anything held in either arm's hand. The character may not use any weapon. Most Skills based on STR or DEX are impossible, though some (such as Athletics and Dodge) only suffer a -30% penalty.

One Useless or Missing Leg

A character that has one leg rendered useless may only stumble along. This halves their Movement score. They also suffer a -10% penalty to any Skill that relies upon physical mobility, such as Athletics, Dodge, Stealth and Weapon skills.

Two Useless or Missing Legs

A character that has both legs rendered useless may only crawl – their Movement is reduced to 1 metre and they will be prone until at least one leg is restored. Most Skills that rely upon physical mobility are impossible, though some (such as Dodge and Stealth) only suffer a -30% penalty.

Knockback

Knockback can occur when a character is hit by ranged or close combat attacks. Knockback occurs after Reactions have been completed, but

before armour points are deducted from the attack's damage. If the damage at this point exceeds the target's SIZ, the target is knocked backwards 1 metre by the force of the attack. For every five full points the damage exceeds the target's SIZ, they are knocked back an additional metre. A character that suffers from Knockback must also succeed at an Acrobatics test or fall prone. If a character is knocked back into a wall or other solid object, he must make a Dodge Skill test or suffer 1D4 damage to a random hit location as they slam into the obstruction.

If the character who caused the damage did so as part of a Charge Combat Action, the distance the target is knocked back is doubled.

Mounted characters suffering from Knockback can add the SIZ of their mount to their own if they make a successful Riding Skill test. If this roll is failed, only the character's own SIZ is used and any Knockback will cause him to be knocked off his mount.