

Common Definitions and Concepts

Combat Turn Sequence

Combat takes in a series of consecutive rounds. Each character actively involved in the combat gets one opportunity to act per round, referred to as his “turn.” After everyone has taken his turn, one round has passed.

Rounds

A “Round” is a unit of time, representing a real time of 6 seconds. All characters can take their Turn within a given round. For playability, turns are treated as sequential, but it is intended to simulate simultaneous actions.

Active Characters

An “active character” is involved in the combat and able to take action. A character who is knocked out, asleep, etc, is not active. But someone who chooses to do nothing is active – “Do Nothing” is a valid combat maneuver.

Turn Sequence

The “turn sequence” is the order in which active characters take their turns. It is set at the start of the fight and does not change during combat. The combatant with the highest Initiative goes first and takes his turn, then the one with the next highest Initiative, and so on, in descending order. Once every active character has taken his turn, the round has ended, and a new round begins.

“Your Turn”

A given participant’s turn is the six-second period that stretches from when he chooses a maneuver until his next opportunity to select a maneuver. This overlaps the turns of other characters.

Step

A step is a single 5 foot movement, typically used as part of some combat maneuvers. The character can move in any direction, and after moving end with any facing, without restriction. You may only step into clear, unobstructed terrain, or into another character’s space for close combat. You may not step thru another character, if you are already in close combat your only valid step is to back away. If the terrain is difficult or rugged, the GM may require either a maneuver roll or disallow Step movement.

Close Combat

Combat between combatants that takes place within a single square or hex – both characters occupy the same location

Melee Combat

Combat between combatants that takes place adjacent to the target (or within the reach range of a target).

Ranged Combat

Combat between combatants where the attacker is not adjacent or within their reach range of the target.

Defensive Bonus

A character's defensive bonus is their ability to avoid strikes and attacks. It is comprised of the sum of three pieces, each of which has unique rules:

Dodge Bonus

A character's dodge bonus is their inherent reflex and speed modifier. Any bonus considered "reflex" or "agility" based is a Dodge bonus. Dodge is heavily influenced by situational awareness in a combat, and can be modified significantly.

Shield Bonus

A character's shield bonus is from the use of an object or item actively placed in the way of any would be attack. This can be a physical shield, an off-hand parrying weapon, or some similar item wielded and actively controlled by the defender. Although Shield Bonus is not affected by many situations in combat, it is also very limited in its usefulness, typically only applied against one or two foes.

Parry Bonus

A character's parry bonus is their ability to deflect or turn away strikes with the use of their weapon or martial arts training, either by placing the weapon in the way or otherwise misdirecting a strike. Parry bonuses are gained by reducing the offensive attack bonus of the character, in order to favor defense. Parry Bonus is heavily influenced by situational awareness and the number of foes engaged in combat.

Combat Sequence

When the GM determines that a combat encounter has started, the game switches from abstract storytelling to a detailed mechanical process. Each turn consists of 5 seconds of time, during which there are a finite number of options for each character. In general, a combat encounter proceeds according to the following sequence:

- Determine Initiative
- Determine Surprise
- Each combatant, starting with the highest initiative value, takes a turn, choosing a single Combat Maneuver and working thru all mechanics before moving to the next combatant
- Once the bottom of the initiative is reached (all characters have acted), the turn resets at the top initiative value and continues
- Combat continues until the GM determines it to be over.

Initiative

At the start of any combat, the first action is for all involved participants to determine their initiative order. Roll 2d10+QU for each character, and sort them into order from highest to lowest. In the event of a tie, the character with the highest Basic Speed goes first. If there is still a tie, use the highest QU bonus. If there is still a tie, dice off until resolved.

Once determined, Initiative values are fixed for the duration of the combat. Except for in the case of the Wait combat maneuver, everyone acts in order of their initiative value. A Wait action allows the character to act later temporarily, but their position in the initiative order is unchanged and they return to the normal order once their Wait action is complete.

Surprise

In some combats, the GM will determine that some or all combatants are surprised, making them startled at the start of the fight. This is typically the result of a failed Perception check, or some other effects that catch one or both sides flat-footed.

If you are surprised, your defenses are lowered. Although you have your normal Dodge and Parry defenses, you are restricted to the Do Nothing maneuver, and any attackers receive an automatic +20 to strike you in melee, or +10 with a ranged attack.

The surprise condition is very short lived though. On the first action of the character, they can attempt a Perception check including all normal modifiers. If successful, they have recovered and can act normally on this turn. If unsuccessful, they are still considered Surprised, and are considered to be using the Do Nothing combat maneuver.

On the second action, a character who is still surprised automatically succeeds at a Perception skill check, and recovers. They may act normally on this turn and onward.

Positioning

Position and facing is very important in combat. However, since combat is by nature very fluid, facing is abstract and fluid by nature as well. A character is assumed to be facing all directions, except as limited by special conditions list below.

Parrying bonus and Shield bonus is typically only useful against attacks coming from the Front, and both are reduced in effectiveness when Flanked. Both are useless against Rear attacks (reference Flanking). Dodge bonuses apply versus all directions, but only for visible attackers. Unless a Combat Condition specifically imposes a restriction, all attacks are considered to come from the Front.

Limitations on Step

Several maneuvers allow a movement rate of “Step”. This is always defined as a single 5 foot hex or square of distance, and only into unobstructed and otherwise clear terrain. If open space is not available, no Step is permitted.

There is a limit of 1 Step per round, per character. Even if multiple maneuvers are chosen that each allow for a Step, only 1 Step maximum may be taken (as part of any of the maneuvers).

If multiple movement-related Maneuvers are taken, with some allowing for a Step, and some allowing for a Move, the maximum distance travelled cannot exceed the Move rating. This can be taken either as a Step plus a Move-1, or as a Move-1 plus a step, or as a single Move with no Step, in the order of the maneuvers selected.

Resolving an Attack

An “attack” is an attempt to hit a foe or other target. If you execute an Attack, All-Out Attack, or Move and Attack maneuver (or convert a Wait into any of these), you may try to hit a foe. You can only attack with a weapon if it is ready.

There are two basic types of attacks: melee attacks and ranged attacks. Your target must be within reach if you are making a melee attack, or within range if you are making a ranged attack. Resolving either type of attack takes one or more die rolls:

- First is your attack roll. If your attack results in a hit, then it was a good attack, and applies damage to your foe
- If your attack resulted in a Critical, make a second roll for the critical and apply the effects immediately. In the case of multiple criticals, make only one roll, and apply the result to all criticals, unless specified by the specific attack.
- If your attack resulted in a Fumble, make a second roll for the fumble and apply the effects immediately. If you fumble your attack, regardless of your net attack result, your foe takes no damage.

Some situations let you attack more than once. Resolve such attacks one at a time, with all effects applied before the next attack.

Actions during Combat

During combat, each character can take a finite number of actions. These are broken down into categories of "Attack", "Move", "Free", or "Interrupt". For each turn, a character is entitled to 1 Attack, 1 Move, 2 Free actions, and 1 Interrupt, taken in any order they wish. Alternatively, a single Full Round Action can be taken, plus 2 Free actions and 1 Interrupt. Many action choices will restrict other options based on their specific mechanics, and may have an impact on your OB (indirectly your Parry bonus), your Shield Bonus, and/or your Dodge Bonus. Each specific combat maneuver has an action "cost", paid for from the available actions for each turn. Once all actions have been used, or no remaining options exist that desire to be used, the character's turn is over.

Extended Actions

Some actions are defined to take multiple rounds. In each case, these rounds must be consecutive and uninterrupted. Movement is typically limited as well, as specified. Once the full required number of actions has been spent, then a single result is determined.

Action Exchange

In some cases, characters can exchange one action type for another, with several restrictions. This allows for additional maneuver options (for example, moving faster than a walk). An Attack Action can be exchanged for either a single Move action, or for two Free Actions, or for one Interrupt Action. A Move Action can be exchanged for a single Move action, or two Free Actions. Free Actions and Interrupt actions cannot be exchanged.

	Full Round	Attack	Move	Free	Interrupt
Option 1	1 Full Round	None	None	2 Free	1 Interrupt
Option 2	None	1 Attack	1 Move	2 Free	1 Interrupt
Option 3	None	None	2 Moves	2 Free	1 Interrupt
Option 4	None	None	1 Move	4 Free	1 Interrupt
Option 5	None	None	1 Move	2 Free	2 Interrupt
Option 6	None	None	None	Unlimited	2 Interrupt

In the case of multiple actions of the same type, the same action can be selected multiple times. For example, by giving up an Attack action, the character can use 2 Move actions, but used to Walk (technically considered Running).

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Action Table

Activity	Action Budget Type				
	Interrupt	Free	5' Step	Move	Attack
Surprised		+1			
Start of new turn	+1	+2	+1	+1	+1
Exchange Attack for Move				+1	-1
Exchange Attack for Free		+2			-1
Exchange Attack for Interrupt	+1				-1
Exchange Move for Free		+2		-1	
Exchange Move for Interrupt	+1			-1	
Delay					-1
Wait				-1	-1
Spell Casting - Instant	-1				
Attack - Opportunity	-1				
Fallback	-1		-1		
Dive for Cover	-1		-1		
Dodge and Drop	-1				
Sacrificial Dodge	-1				
Sacrificial Dodge and Drop	-1				
Crouch		-1			
Drop an item		-1			
Ingest an herb		-1			
Maintain a spell		-1			
Talk		-1			
Drink a potion/brew				-1	
Move			-1	-1	
Aim				-1	
Evaluate				-1	
Change Posture			-1	-1	
Pick Up			-1	-1	
Ready				-1	
Load Bow/Sling/Hand Crossbow				-1*	
Load Light Crossbow				-2*	
Load Heavy Crossbow				-3*	
Reload				-1	
Attack - Melee					-1
Attack - Ranged					-1
Attack - All Out					-1
Feint					-1
Spell Casting - Standard					-1
Attack - Full Round				-1	-1
All Out Defense				-1	-1
Charge				-1	-1
Concentrate				-1	-1
Retrieve				-1	-1
Run			-1	-2	
Apply an Herb				-1	-1
* = variable, depending on skill maneuvers					

Full Round Actions

Off-Guard

Anyone who is just standing still is assumed to be doing nothing. In particular, when combat begins, anyone who has not yet taken a turn is treated as if he took this maneuver before entering combat.

Someone who is conscious but surprised must take this maneuver. On each turn of Off-Guard, they may attempt a Perception roll. If successfully, they may act normally this turn. If unsuccessful, they are restricted for this turn by the effects of the Surprise and can try again next turn.

If you select the Do Nothing maneuver (or are required to), you keep your normal Dodge Bonus and Shield Bonus, but your Parry Bonus is limited to 50% of your current weapon skill (or martial arts if unarmed).

Full-Round Attack

Advanced combatants or those armed with multiple weapons can opt to take a full round attack option. This allows for more than one strike in a round, but sacrifices movement (and frequently adds penalties).

Any additional attacks earned by Full-Round Attack can be used as Attacks or optional as Feints. If used as a Feint, the results apply for any remaining strikes for the current action only.

Full-Round attacks may not be used if there is a reload time or casting time (any attack delays) involved.

Multi-Strike

Attackers with 10 or more ranks in their attack skill may make a second attack in the same round if desired. This attack can be at the same or different targets, as long as all are within reach. Since a Step is allowed, you can Step, Attack, Attack, or Attack, Attack, Step, or if needed to extend range, Attack, Step, Attack. The first attack is resolved normally, the second attack is subject to all the normal modifiers, plus a special Multi-Attack penalty of -30. Dodge, Parry, and Block all work normally, but any Parry skill reduction applies equally to all attack rolls.

For every 10 ranks, another Multi-Strike attack is earned, each with a cumulative -30 penalty. Thus at Rank 30, a single Multi-Strike maneuver results in 4 attacks – Normal, -30, -60, and -90, with a single Step allowed throughout.

Two-Weapon Combat

If you are armed with multiple weapons (including a shield and/or empty hand), you can opt to take a Full-Round Attack to get a second attack. In this case, both attacks likely use different skills (Martial Arts in the case of an empty hand, or Shield Bash for a shield). Both attacks are subject to the limitation of the Two Weapon Combat skill – attack skill is automatically the lowest between the weapon and Two-Weapon Combat. In addition, the off-hand attack is subject to a -20 Off-hand penalty unless the character is Ambidextrous. Dodge, Parry, and Block all work normally, but any Parry skill reduction applies equally to all attack rolls.

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Multi-Strike and Two-Weapon Combat

If the primary weapon skill and the Two-Weapon Combat skill both exceed 10 ranks, then a combined mechanic is in place. In this case, multiple Primary attacks are resolved, using the same rules, plus a single off-hand attack (at the highest bonus). For every 10 skill ranks, an additional Primary attack can be made.

All-Out Defense

This is the maneuver to choose when you're beset by foes – especially foes who like All-Out Attacks. You must specify one of the following three options:

1. Increased Dodge – Double your DB benefit from Quickness (after adjustment from Armor)
2. Increased Parry – Parry as normal, but count one less foe for the multi-foe reduction. If only parry'ing a single foe, add either x2 weapon skill or +20 (whichever is better) to your parry.
3. Increased Block – Apply your shield bonus versus one additional opponent OR apply your shield bonus versus all Ranged Attacks from a specific 60 degree arc (with no benefit versus melee).

When you select the All-Out Defense maneuver, you may only take a single Step. Your Dodge, Shield, and Parry bonuses apply normally (plus the modifiers from above). You do not make any attack rolls, and cannot injure your foes, you have a +0 OB if you need to take an Opportunity Attack.

Charge

A charge attack is used to close the distance to the foe quickly and time your strike to take advantage of your momentum. When you opt to Charge, choose a single foe. You may move up to twice your Move rating, but only in a straight line towards your foe, in an attempt to get within your melee weapon's reach. If you reach your foe within a single Move, you gain a +20 charge bonus on your OB. If you reach your foe within a double Move, but greater than a single Move, you gain a +30 charge bonus on your OB due to your momentum.

However, charging lowers your defenses versus other opponents. Your Dodge Bonus versus Opportunity Attacks is reduced by -20, and you may not use your Shield Bonus or any Parry Bonus versus Opportunity Attacks. If you opt to Parry, your Parry Bonus applies normally versus your charge target. Shield and Dodge bonuses versus your charge target are similarly unchanged (including any Opportunity Attacks from your charge target).

In addition, if your foe has a Delayed attack, the foe resolves their attack before you, including any bonuses for weapons or fighting styles involving receiving charges. If you survive and are not stunned, you resolve your attack, but are subject to any injuries or penalties received.

You may not charge with a Ranged Weapon.

Concentrate

You concentrate on one primarily mental task (even if it has a minor physical component, like gesturing or speaking). This may be casting a magical spell, making a Sense roll to spot an invisible warrior, making a Leadership roll to give orders, or any similar action.

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Some activities (casting spells) require you to take the Concentrate maneuver for multiple rounds. If you are knocked down, injured, or otherwise distracted before you finish, you must make a Resistance Roll. On a failure, you lose your concentration and must start over.

When taking the Concentration Combat Maneuver, you may only take a single Step. Your Dodge Bonus applies normally during Concentration, but any Shield or Parry Bonus are all reduced to 0 during the maneuver.

Retrieve

Retrieve is used anytime you need to ready an object not in an easily accessible location, such as in a backpack, sack, or similar location. You must start the action with one free hand, and end the action with the object in your hand. During the action, you are assumed to be located the object, removing and replacing your pack, etc.

In some cases, the GM may rule that particularly disorganized or overstuffed packs require additional Move actions to retrieve objects from.

Run

As a full round action, you can opt to take additional movement in the form of a Run. This action eliminates the option of a Step, but you can still take free or Interrupt actions. You may immediately move 2x your character's Move rating. This movement must be in a generally straight line, though you can start in any direction desired. There is no penalty for going around corners, but turning more than 90 degrees in the movement may be overruled by the GM.

Sprinting – If you move forward in a straight line and take this maneuver for multiple rounds, you get a +1 bonus distance on your second and later full moves moves (ie, 2x Move +1).

If you have Acrobatics skill, and as long as you are not Sprinting, you can optionally combine this with an Acrobatics Tumble. With a successful static Maneuver at -20 due to your speed, you gain a +40 Dodge Bonus versus any Opportunity Attacks.

During a Rune, you keep your normal Dodge Bonus and Shield Bonus, but many not Parry (0 Parry DB).

Apply an Herb

Assuming an Herb that requires Application is previously Readied and in hand, it is a Full Round action to apply it to a wounded character. All effects do not apply until the character's following round, unless the herb is specifically marked as "immediate" or "instant". Movement is restricted to a single Step to the target, and the Target may not move away from adjacent until the following turn or the action fails automatically.

Attack Actions

Attack

Use this maneuver to make an armed or unarmed attack in melee combat, or to use a thrown or missile weapon in ranged combat. To use a weapon to attack, it must be ready.

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If you are using a melee weapon or unarmed attack, your target must be within reach. Resolve the attack as normal, as defined under Melee Attacks. If you took an Evaluate maneuver previously, you will have a bonus to hit. If you took a Feint, your opponent may have a penalty to defend.

If you are using a ranged weapon, your target must be within the weapons Maximum range. Resolve the attack according to Ranged Attacks. If you took an Aim maneuver last turn, you will have a bonus to hit.

If you opt to Parry during your attack, it applies a Parry Bonus to your defense. If you are unarmed, you Parry with your best Martial Arts skill. If you are using a Ranged Weapon (thrown or missile), you cannot Parry.

When you take the Attack combat maneuver, you may take a single Step either before or after your attack.

Melee Attacks

When you take a maneuver that lets you make a melee attack, you must specify who you are attacking, and with what weapon. You can make a melee attack using any ready melee weapon (including a natural weapon such as a kick, bite, or punch) against any target that is within reach.

Attack Roll

Determine your attack roll by rolling 1d100 (OE) and adding your weapon skill, plus any application modifiers. If you opt to parry, this reduces your effective weapon skill. To that total, subtract the Defensive Bonus of the target. Compare the final total to the Armor Type of the Foe, using the specific table for your particular attack type. The cross referenced value is the result: a 0 indicates a miss, a number indicates the number of Concussion Hits of damage caused, and any Letters indicate a Critical result (resolved by a second roll).

If your initial attack dice roll (unmodified) falls within the attack's listed Fumble range, you have fumbled the attack. Your attack automatically does no damage to the foe, and you roll a Fumble result as appropriate for your attack option.

If your initial attack dice roll (unmodified) results in doubles (11, 22, 33, etc), and that value is equal or less than the Breakage value for your weapon, there is a chance that your weapon has broken. First, resolve the attack as normal. Then, roll a Strength check for the weapon, rolling 1d100 OE plus the strength rating of the item. Wooden weapons (marked with a W) receive a -25 penalty if you are attacking someone with an edged weapon. Soft weapons (marked with a S) receive a -50 penalty if you are attacking someone with an edged weapon. Any material or other quality modifiers on your weapon apply on this check as well. With a roll of 101+, your weapon is fine, otherwise the weapon is broken and useless until either repaired with the appropriate craft skill and tools, or replaced.

Ready Weapons

A one-handed weapon is ready if it is being held in your hand. A two-handed weapon is ready if you are gripping it with both hands.

To draw a new weapon from a sheath, scabbard, or sling, you must take a Ready maneuver.

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A natural weapon (punch, kick, etc.) is always ready unless you are restrained or grappled, or the body part in question is occupied. You can't punch if you are holding a weapon with the same hand.

Reach

A melee weapon can only attack a target that is within its reach, as given in the weapon tables. Most weapons have a reach of 1, which means you must be adjacent to your target (that is, within one hex of him). Some weapons also have a reach of C (able to be used during a grapple), or an extended reach of 2 (pole-arms).

Unarmed Combat

Sometimes you have to fight without weapons, or with improvised weapons. This is unarmed combat. Anyone can engage in unarmed combat, but certain skills make you a more effective unarmed fighter. For this purpose, unarmed combat skills are Martial Arts Striking and Martial Arts Sweeps and Throws.

Touch Attacks

In rare cases, you will be attempting to touch your foe, without doing any serious damage. This is most commonly used in the case of some spells, which require a touch to deliver the effects (or to gain an effect bonus). You must have at least one hand free for a touch attack, and that hand cannot be counted as "free" with respect to spell casting modifiers (ie, cast or touch). A melee touch attack is resolved similarly to a Resistance Roll, with a target number of 50. You add 3xQU minus any armor quickness penalty, and subtract the targets 3xQU minus armor quickness penalty. If you roll that number or higher on 1d100, you have successfully touched the foe. A touch has no other effect, however some creatures may be particularly hazardous (and result in damage to you) to touch (ie, fire elementals, etc).

Grappling

Grappling is an attempt to grab your foe's body. You must have at least one empty hand, and you must be at close (C) range (ie, move into their hex). Each attempt requires an Attack, All-Out Attack, or Charge maneuver. You may use Martial Arts, and your foe defends normally. You may Evaluate or Feint beforehand to improve your odds.

Instead of applying any normal critical results, all criticals are converted instead to Grapple criticals.

You may grapple with any or all of your arms. If you grapple with more than two arms, each arm beyond the first two gives a cumulative +10. Letting go is a free action on your turn.

Slam

You can deliberately collide with an opponent. This requires an Attack, All-Out Attack, or a Charge Maneuver.

Your foe may defend normally against your slam. If your attack misses entirely (a result of 0 or fumble), you must move at least two hexes beyond the target if you have enough movement.

Ranged Attacks

A ranged attack is any attack with a weapon used at a distance. This includes Directed Spells. Most other spells and effects are not considered ranged attacks.

Range

You can only make a ranged attack on a target that falls within your weapon's maximum range. To find this, see the relevant weapon table or spell description. Most ranged attacks also have several range bands, which apply a bonus or penalty for targets within that range.

A few weapons have a minimum range, as they lob projectiles in a high arc, or have fusing or guidance limits. When using a weapon like this, your target cannot be any closer than the minimum range.

Attack Roll

Determine your attack roll by rolling 1d100 (OE) and adding your weapon skill, plus any application modifiers. If you proceeded your attack with an Aim maneuver, add the weapon's Accuracy bonus. Reduce the attack roll by the Defensive Bonus of the target, including any size or cover modifiers. Compare the final total to the Armor Type of the Foe, using the specific table for your particular attack type. The cross referenced value is the result: a 0 indicates a miss, a number indicates the number of Concussion Hits of damage caused, and any Letters indicate a Critical result (resolved by a second roll).

If your initial attack dice roll (unmodified) falls within the attack's listed Fumble range, you have fumbled the attack. Your attack automatically does no damage to the foe, and you roll a Fumble result as appropriate for your attack option.

Accuracy and Aimed Fire

All ranged weapons have an Accuracy statistic. This is the bonus you get if you take one or more Aim maneuvers immediately before you attack.

When you Aim, you can receive other bonuses for extra seconds of aim or bracing your weapon.

Thrown Weapon Attacks

Thrown weapons are weapons you must physically hurl at the target: rocks, ninja stars, etc. You can also throw certain melee weapons, such as hatchets, knives, and spears.

Treat a thrown weapon just like any other ranged attack, with a special rule:

Once you throw a weapon, it is no longer ready. Hit or miss, your weapon is now somewhere else. If you want to attack again, you will have to go fetch your weapon (from the ground or your foe's body) or ready a new one.

Missile Weapon Attacks

Missile weapons are ranged attacks other than thrown weapons: bows, spells, and so on.

Rate of Fire

All missile weapons have a Rate of Fire. Almost always, this is a RoF of 1, allowing one shot per attack. If the RoF is 2 or more, the weapon is capable of firing more than one shot per attack; refer to Rapid Fire below.

Shots

Missile weapons also have a Shots statistic. Once you have fired this many shots, you must reload before you can fire the weapon again.

Semi-Automatic

Some missile weapons have a Rate of Fire of Semi-Automatic. This means they can fire single shots in rapid succession in a round. When used, the attacker selects one of the following options:

- Single-shot – no attack bonus, resolve Criticals as Ballistic Puncture criticals. Attack requires only a Standard Attack action.
- Double-tap – no attack bonus, resolve Criticals as Ballistic Puncture criticals. Attack requires a Full Round action, but is resolved as 2 independent attacks (can be aimed at different targets as desired).

Autofire

Rare weapons (or modern weapons) have an option of Autofire. Autofire is subject to Recoil as well, but also carries significant advantages. When an Autofire weapon is used, the attack is resolved in one of several options:

Short-Burst

The attack uses 3 rounds of ammo, and is resolved as a Standard Attack action. One of the following options is selected:

- Concentrated Burst (Single Target) – no attack bonus, but resolve Criticals as Ballistic Shrapnel Criticals
- Wide Burst (Single Target) – receive a +20 Offensive Bonus on the attack, resolve Criticals as Ballistic Puncture Criticals

Long-Burst

The attack uses 6 rounds of ammo, and is resolved as a Full Round action. One of the following options is selected:

- Concentrated Burst (Single Target) – receive a +20 Offensive Bonus on the attack, resolve Criticals as Ballistic Shrapnel Criticals.
- Wide Burst (Single Target) – receive a +40 Offensive Bonus on the attack, resolve Criticals as Ballistic Puncture Criticals.
- Firehose – make a single attack against any targets along a 5 square or hex path (does not need to be straight, but cannot “skip” spaces). Attack is resolved with no bonus, with Criticals as Ballistic Puncture Criticals.

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If the ammunition supply is not sufficient for the desired fire mode, then it may not be selected.

Full-Auto

The attack uses 10 rounds of ammo, and is resolved as a Full Round action. One of the following options is selected:

- Concentrated Burst (Single Target) – receive a +30 Offensive Bonus on the attack, resolve Criticals as Ballistic Shrapnel Criticals.
- Wide Burst (Single Target) – receive a +60 Offensive Bonus on the attack, resolve Criticals as Ballistic Puncture Criticals.
- Firehose – make a single attack against any targets along a 8 square or hex path (does not need to be straight, but cannot “skip” spaces). Attack is resolved with no bonus, with Criticals as Ballistic Puncture Criticals.
- Covering Fire – Select a single location within range and concentrate fire on that location. Any targets (friend or foe) the start within 5 feet, enter, or pass thru a 15 foot region centered on that location are subject to an immediate interrupt attack. Each attack does not receive a bonus, and Criticals are resolved as Ballistic Puncture Criticals.

Standard Spell Casting

Any non-instantaneous spell requires a single Standard action to cast. This must be taken immediately after any Concentration actions used for preparation – there cannot be any interruption. Resolve the spell and all effects immediately as per the Spell Casting rules.

All-Out Attack

Attack any foe with a ready melee or close combat attack, making no effort to defend against enemy attacks. This attack gains a special +30 Offensive Bonus. However, when you take the All-Out Attack combat maneuver, your Dodge Bonus is reduced by -30. Your Shield Bonus is automatically 0. You may not parry during an All-Out Attack action. You may take a single Step before your attack if desired, but not after.

All-Out Attack may not be used with a ranged attack

Feint

“Fake” a melee attack. You cannot Feint someone unless you could have hit him with a melee attack – that is, your weapon is ready and your foe is within reach. This maneuver is not an attack though.

When you Feint, resolve a Feint Static Maneuver using your full weapon skill. If successful, the foe immediately makes a Resistance Roll comparing their Level to your Weapon Skill Rank. If the Resistance Roll is failed, your opponent suffers a penalty to their Defensive Bonus, but only for the next round, and only from your attacks. The penalty is chosen by the attacker and can be any one of the following 3 options:

1. 50% reduction in Parry Bonus – feinting their weapon
2. 100% reduction in Shield Bonus – feinting their shield

3. -20 reduction in Dodge Bonus – feinting their position

This penalty is chosen without knowing the specifics of the defense of the foe, though obviously some defenses will be predictable. In order of operation, the defender defines which defenses and how much will be applied to the attack, then the attacker defines the Feint penalty. The adjusted total DB is then determined.

You cannot Feint if your foe is unable to observe you. However, if your foe runs away, turns his back on you, or loses sight of you in some way after you successfully Feint, he will still suffer the defense penalties if you attack him on your next turn. If you lose track of the foe, or cannot attack him next turn, your foe's defense penalty vanishes.

In all cases, your allies cannot take advantage of your Feint. The defense penalty applies only to your next single attack.

When you take the Feint combat maneuver, your Dodge Bonus and Shield Bonus apply normally. If you opt to Parry, the Parry Bonus applies normally as well, but adjusts your Feint static maneuver. You may take a single Step either before or after a Feint.

Move Actions

Drink a Potion/Brewed Herb

Assuming a Potion or Brewed Herb is previously Readied and in hand, it is a Move action to drink it. All effects do not apply until the character's following round, unless the herb is specifically marked as "immediate" or "instant". Potions always take effect on the following round.

Move

This is the basic "travel" maneuver, allowing you to move up to your Move rating in distance. You may travel in any direction, and take any number of facing changes, ending your movement facing in any direction desired.

Your Dodge Bonus and Shield Bonus apply normally, and any Parry Bonus is applied normally as well.

If you have Acrobatics skill, you can optionally combine this with an Acrobatics Tumble. With a successful static Maneuver, you gain a +20 Dodge Bonus versus any Opportunity Attacks.

A Move maneuver eliminates the option of taking a Step.

Aim

This is a combat maneuver used to aim a ranged weapon. You must choose a specific target or a specific location. You can't aim at something that you can't see or otherwise detect.

Specify the weapon you are aiming with and your target. If you follow an Aim maneuver with an Attack or All-Out Attack with the same weapon against the same target, you get a bonus to hit. Add the weapon's Accuracy to your skill. While Aiming, you can either remain stationary, or take a single step.

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If you brace a crossbow, you get an extra +10 to Accuracy. A crossbow is braced if you can rest it on a sandbag, low wall, or some other solid object. If you opt to Brace a crossbow, you may not move at all, including taking a Step.

If you Aim for more than one action, you receive an additional bonus; +5 for two actions of Aim, or +10 for three or more actions.

If you move, are forced to move, or take any other action other than Aim or an Attack, you lose all accumulated aiming bonuses.

If you select the Aim maneuver, your normal Dodge and Shield defenses apply, but only if you cancel your aim. Parry defense is not possible, the act of parrying automatically would ruin an Aim. If you are injured while aiming, you must make a Resistance Roll or lose your Aim.

Evaluate

This maneuver is the melee combat equivalent of Aim. It lets you take time to study an adversary in order to gain a combat bonus on a subsequent attack. You must specify one visible opponent who is close enough to attack unarmed or with a ready melee weapon, or whom you could reach with a single Step maneuver. You are sizing him up and looking for the right moment to strike.

An Evaluate maneuver gives you a +10 to skill for the purpose of melee Attack action made against that opponent, on your next turn only.

Change Posture

This maneuver lets you switch between any two postures (stances in which you can pose your body). Valid postures are standing, sitting, kneeling, crawling, lying prone, and lying face up. Any posture other than standing slows your movement and penalizes your attack and defenses, but also makes you a smaller target for ranged attacks.

Any time you change posture, you have the option of taking a Step as part of the maneuver.

Crouching does not require a Change Posture maneuver.

If you select the Change Posture maneuver, you may move a single Step. Your normal Dodge, Shield and Parry bonuses apply, but may be modified based on your new stance.

Pick Up

Use this maneuver to retrieve an object from the ground. The act of picking up an object is an exception to the Opportunity Attack rules, if you are within reach of any foe when you use this maneuver, they may use an Opportunity Attack against you. As part of the Pick Up, you can take a single Step, either before or after picking up the object, but you can only pick up items within your reach (typically 1 or C). If the Step is taken before grabbing the object, and takes you outside the reach of you foe, they may not take the Opportunity Attack.

Ready

Take a Ready maneuver to pick up or draw any item and prepare it for use, as in to pull a sword from its sheath. This also includes readying objects and items from dedicated spots, such as scroll or potion slings, pouches, pockets, etc. You must have at least one free hand available to ready an object, depending on the object itself.

Finally, a Ready maneuver lets you switch a special ability or talent “off” or “on” if it is not always on and does not require an Attack or Concentrate maneuver to use.

If you are drawing or readying a melee or ranged weapon, you can Ready it as part of a normal Move action as a Free Action instead as long as you have at least 3 ranks of Skill in the weapon type. Note that this applies only to the drawing of the weapon itself, not to the loading of a missile weapon such as a bow or crossbow.

While using the Ready maneuver, your Dodge and Shield Bonus apply normally. Your Parry bonus is reduced by 50%, as the weapon is being drawn, unless it is a Free Action (in which case Parry is normal). You are limited to a single Step in movement, unless you have 3 ranks in the weapons skill.

Load Bow/Sling/Hand Crossbow

This maneuver involves the action of readying ammo and placing it into either a Bow, Hand Crossbow or a Sling. Without any successful skill checks, this is a Move action, but a Quickdraw static maneuver can reduce it to a Free Action.

- a) Succeed with a Quickdraw static Maneuver – The action is converted to a Free action instead of Move action.
- b) Fail a Quickdraw static Maneuver – The action requires a Move Action to load the bow or sling, during which time only a single Step movement can be done.

Dodge Bonuses apply normally, but Shield and Parry bonuses cannot be used during any part of this overall maneuver.

Load Light Crossbow

This maneuver involves the action of readying ammo and placing it into Light Crossbow. Without any successful skill checks, this is a double Move action (one to ready the crossbow, one to load), but a Quickdraw static maneuver can reduce it to a single Move Action.

- a) The first Move action is never modified (cocking the crossbow)
- b) Succeed with a Quickdraw static Maneuver – The second Move action is converted to a Free action instead of Move action. No movement is permitted during this action.
- c) Fail a Quickdraw static Maneuver – The action requires a Move Action to load the light crossbow, during which time only a single Step movement can be done.

In the case of a Light Crossbow, if desired, the two actions can be split by other actions. Ie, the crossbow can be cocked, and at a later time, loaded – they do not need to be directly after the other.

Dodge Bonuses apply normally, but Shield and Parry bonuses cannot be used during any part of this overall maneuver.

Load Heavy Crossbow

This maneuver involves the action of readying ammo and placing it into Heavy Crossbow. Without any successful skill checks, this is a triple Move action (two to ready the crossbow, one to load), but a Quickdraw static maneuver can reduce it to a double Move Action.

- a) The first double Move action is never modified (cocking the crossbow), and must be performed without interruption. No movement is permitted during these actions.
- b) Succeed with a Quickdraw static Maneuver – The third Move action is converted to a Free action instead of Move action.
- c) Fail a Quickdraw static Maneuver – The action requires a Move Action to load the light crossbow, during which time only a single Step movement can be done.

In the case of a Light Crossbow, if desired, the two actions can be split by other actions. I.e., the crossbow can be cocked, and at a later time, loaded – they do not need to be directly after the other.

Dodge Bonuses apply normally, but Shield and Parry bonuses cannot be used during any part of this overall maneuver.

Reload

As a Move action, most modern Firearms can be reloaded. This action provides one of the following 3 benefits:

- As a Move action, eject and replace an ammunition clip. This reloads any weapon with an ammo type of Magazine
- As a Move action, insert a single shell into a breach loaded weapon.
- As a Full Round action, eject and replace either a belt-fed or drum fed weapon. This assumes the new belt or drum is ready.

Free Actions

Crouch

If standing, you may opt to crouch at the beginning of your turn. This will usually slow your movement speed, and you cannot crouch and sprint. If you were already crouching, it is a free action to rise from a crouching position at any time.

Drop an Item

You can drop any ready item at any time during any maneuver. If you are moving, you may drop it at any point within your reach during your movement.

Ingest an Herb

Assuming an ingestible herb is previously Readied and in hand, it is a Free action to ingest it (put it in the mouth and chew). However, all effects do not apply until the character's following round, unless the herb is specifically marked as "immediate" or "instant".

Maintain Spells

As long as you remain active and conscious, you can maintain a spell or ongoing ability. You may voluntarily cease maintaining a spell as desired, but once you stop Maintaining, the spell must be recast to restart.

Talk

You can always talk. Typically this is limited to no more than 5 words, but is subject to GM ruling.

Interrupt Actions

Delay

Convert your Attack action into a special case Interrupt, and pause the resolution until a pre-defined condition is met. For example, Delay your arrow shot until a foe reaches a specific location, Delay your sword swing until a foe comes within range, etc. You may use any other actions for your round before you Delay, but not after.

Until your next turn, your Attack action becomes the equivalent of an Interrupt action, following all such mechanics. Variables and such related to that action do not need to be declared until the interrupt is actually used.

If you are subject to a Charge while you have a Delayed Attack, you may strike your foe before the Charge is resolved. Some weapons and attack scenarios will provide a bonus in this situation.

This maneuver only adds additional Interrupt maneuver options (ie, your Attack action), it does not increase the number of Interrupts permitted in a given round. Thus, you cannot Delay your attack, and then simultaneously strike and cast an instantaneous spell (for example), unless you have also not used your Move action (ie, converted a Move to an additional Interrupt).

While spell casting, you may not Delay during the preparation rounds, though you can Delay the final casting round. If you opt to Delay, but do not end up using your action (your next round comes up), this does not count as additional rounds of preparation.

While Delaying, your Dodge and Shield bonus apply normally. Parry bonus applies normally, but can only be used if the interrupt is used.

The use of a Delay maneuver does not modify your existing initiative value.

Wait

Adjust your current Initiative value to a point lower in the round rotation. At any point in the future, you may take your action, but this cannot be used to interrupt another character's action. Your initiative score becomes immediate following the character who acts before you.

When you take the Wait maneuver, you may only use your Interrupt action, until you have re-entered the initiative sequence. This Interrupt is renewed each round at your original initiative score, but in order to take any other action, you must "use" your Wait. Your Dodge Bonus and Shield Bonus apply normally, but you may not Parry while in a Wait state. Be aware that if you use your Wait in response to someone attacking you, other than as allowed by an interrupt, you may not act until the opponent's action is fully resolved.

Instantaneous Spell

Some magic is defined as Instantaneous casting. These spells can be cast at any time, as defined by the caster, including to interrupt another character's actions. Any continuing actions (such as multi-round spell casting or first aid) is spoiled, but the instant spell still functions. In the event of defensive magic, make the decision to interrupt or not, before any dice or modifiers are determined.

Opportunity Attack

Each character automatically has a sphere of control within their current Reach (typically a 5 foot radius around a character). If at any time an opponent within your sphere of control moves faster than a single Step in a round, for any reason, you are eligible to Interrupt their action with an Opportunity Attack. You immediately pause their action, and make a normal Melee strike against them, using your current OB including any previously defined parry and modifiers. After the results are determined, the foe can complete their attack if able.

This opportunity attack receives modifiers as normal for the foe, based on their positioning either before or after the first step (whichever is better for the attacker). For example, a foe who turns and "Runs" is eligible for an Opportunity Attack vs their rear. A foe who moves up to and past might only present their flank or front side to an Opportunity Attack.

Retreat

Retreat is not a separate defense, but an interrupt option you may take against a melee attack. To exercise this option, you must move away from the attacker one step. If you have nowhere to go, you may not Retreat.

Retreating gives a +20 bonus to your Dodge Bonus, but only versus the attack that prompted the retreat.

Your step back takes place immediately. It is assumed to occur as your foe is striking. If it would take you out of your attacker's reach, he still gets his attack. If he has multiple attacks, your retreat does not put you beyond the reach of his remaining attacks. However, you get your retreating bonus against all of his attacks until your next turn.

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If your opponent attacked you with a maneuver that allows a Step, but has not yet taken his Step, he can choose to follow you by taking his unused Step.

You cannot retreat while in a sitting or kneeling posture, or while stunned. You also cannot retreat if you moved faster than Step on your last turn, or have already used a Step on this turn. You can retreat (by rolling) if you are lying down.

Diving for Cover

You may also attempt a dodge and drop if you are within the area of effect of an explosion, cone, or area-effect attack and there is cover only a step away. This provides a +20 Special bonus versus the area-effect attack, but leaves you prone behind the cover at the end.

Dodge and Drop

When under fire, hit the dirt! You may drop to the ground while dodging, gaining a +20 Dodge bonus, but only versus a single ranged attack (or all ranged attacks from a single foe). This maneuver leaves you prone on the ground. Dropping to the ground nullifies any benefit you might have from either a Shield Bonus or a Parry Bonus.

Any cover you drop behind does not count against the initial attack that inspired the dodge and drop, but is effective against subsequent attacks directed at you.

Sacrificial Dodge

You can defend a friend by throwing yourself into the path of an attack against him. To do so, you must be close enough to interpose yourself between your friend and his attacker by taking a step. For ranged attacks, you must be able to reach the line of fire. For Melee attacks, you must be able to reach either the attacker or the defender. Announce this after the attack is declared, but before the attack roll is made.

To determine your success, the attacker first makes an attack roll versus you. In this case, your Dodge Bonus applies as an Attacker OB bonus, instead of as a penalty (ie, you are trying to be hit). If you have a Shield Bonus, it is applied as a mixed benefit of +0 and its normal value. You cannot apply Parry during a Sacrificial Dodge. If the Attack + Dodge Bonus + 0 Shield Bonus equals a strike, you have been hit. The actual damage is equal to the Attack + Dodge Bonus – Shield Bonus (ie, a Shield doesn't help you get in the way, but will help shield you from the strike).

If you are hit by the Attacker's strike, his attack versus the original foe automatically fails. If you are missed by the Attacker's strike, he resolves his attack versus the original foe normally.

Sacrificial Dodge and Drop

You can also use this as an attempt to throw yourself on an explosive or center point of an area-effect. In this case, you suffer the full effects of the attack, including the +30 "center of effect" bonus, and special +20 "sacrifice" attack bonus. You are prone at the end of the attack, but you prevent damage to anyone or anything except yourself (you take the full blast).

Extended Actions

First Aid

Cost – 2x Full Actions

When injured in combat, First Aid is frequently used. First aid involves the action of retrieving bandages, cleaning the wounds, and applying bandages. The total maneuver requires effectively 2 full rounds, represented by the 4 Move actions required. At the end of the maneuver, make a First Aid Static Maneuver. With a successful 101+ roll, one of the following options can be chosen:

1. Halt a single bleeding wound of up to 5 hits/round, or reduce a single bleeding wound by 5 hits/round.
2. Brace or bandage broken bones, muscles, etc, resulting in a 25% reduction in the penalty of a single wound.
3. Heal concussion damage by 1, +1 per 10 pts over 101 on the skill check.

These results can be cumulative with multiple First Aid actions, but all results are temporary in nature. Unless extended healing is conducted following the scene, the wounds will re-open at the GM's discretion.

Load Light Crossbow

Cost – 3x Attack OR Move actions

This maneuver is only used for light crossbows or hand crossbows (and similar light-weight mechanical items). This includes the physical actions of pulling and arming the string by hand, followed by readying ammo, and then placing it into the weapon. The act of loading a Light Crossbow is broken into specific steps, with varying restrictions. Each individual step can be paid for with either an Attack or a Move action, as preferred by the character.

1. Cock the Crossbow Mechanism – no movement permitted
2. Ready the Ammo – a single Step is permitted. With a successful Quickdraw static maneuver, a Move action is converted to a Free Action, or an Attack action is converted to a Move action. Otherwise, if you have at least 3 ranks of skill with the weapon type, your movement limitation is changed from a Step to a full Move during the part of the maneuver.
3. Load the Crossbow – no movement permitted.

Dodge Bonuses apply normally, but Shield and Parry bonuses cannot be used during any part of this overall maneuver.

Since each step is independent, this maneuver can be broken up with intermediate actions (for example, additional move actions to cover ground, etc), subject to GM limitation. However, all actions must be completed, in order, to successfully reload a crossbow.

Load Heavy Crossbow

Cost – 4x Attack OR Move actions

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This maneuver is only used for heavy crossbows (and similar heavy-weight or complex mechanical items). This includes the physical actions of placing a cranequin, pulling and arming the string by the use of the cranequin, readying the ammo, and then placing it into the weapon. The act of loading a Heavy Crossbow is broken into specific steps, with varying restrictions. Each individual step can be paid for with either an Attack or Move action, as preferred by the character.

1. Place the Cranequin – no movement permitted.
2. Cock the Crossbow Mechanism – no movement permitted.
3. Ready the Ammo – a single Step is permitted. With a successful Quickdraw static maneuver, a Move action is converted to a Free Action, or an Attack action is converted to a Move action. Otherwise, if you have at least 3 ranks of skill with the weapon type, your movement limitation is changed from a Step to a full Move during the part of the maneuver.
4. Load the Crossbow – no movement permitted.

Dodge Bonuses apply normally, but Shield and Parry bonuses cannot be used during any part of this overall maneuver.

Since each step is independent, this maneuver can be broken up with intermediate actions (for example, additional move actions to cover ground, etc), subject to GM limitation. However, all actions must be completed, in order, to successfully reload a crossbow.

Combat Conditions and Modifiers

Bleeding

Some criticals cause bleeding, a continuing form of hit point damage suffered each round. This is the amount of HP damage suffered automatically at the start of each of your turns. If you are still conscious after bleeding, you may act normally.

Bleeding wounds are healed either with First Aid skill, or through natural clotting. In both cases, treat each bleeding wound independently (ie, healed separately). A successful First Aid static maneuver will stop up to 5/hits per round (5 seconds) of Bleeding, or reduce a higher bleeding wound by 5 hits. Natural clotting will reduce a Bleeding wound by 1 hit per round every 12 rounds (60 seconds). Natural clotting applies equally for all bleeding wounds, First Aid can only be applied to a single bleeding one at a time.

Any wounds which are healed by First Aid restrict the target to movement no faster than a Move, and no Attack or Defensive actions, until they would have clotted naturally. Breaking these restrictions immediately causes the wound to start bleeding again, at the current rate (ie, after adjusting for clotting).

Magical healing of bleeding takes place immediately, and either has its own defined period before permanent, or is immediately permanent.

Confused

A confused creature is mentally befuddled and cannot act normally. A confused creature cannot tell the difference between ally and foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

At the beginning of each confused subject's turn each round, roll on the following table to determine what the subject does that round:

1d100	Behavior
01-25	Act Normally
26-50	Do Nothing
51-75	Drop all held items, and wander Move in random direction
76-100	Attack nearest creature

A confused creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused creature. Any confused creature who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused creature will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering

The character is frozen in fear and can take no actions. A cowering character loses any Dodge DB and cannot Parry. Any Shield defense can be used normally.

Critical Injuries

Some criticals specify a critical injury, in the form of a skill penalty. These represent cut muscles, broken bones, etc, that give a lasting penalty to all actions and skill checks. A successful First Aid check will reduce this penalty by -25%, but the wound may re-aggravate later by the GM's discretion until it heals naturally or by magic.

Initiative Bonuses

Many criticals include a bonus to the attacker in the form of rounds of initiative. These are automatically converted into a +5 bonus per round of Initiative action bonus on the next maneuver or attack completed.

Offensive Bonuses

Some criticals provide a temporary bonus to the attacker, to represent better positioning. This bonus only lasts until the end of the next turn, or until the next skill roll or attack. It only applies to a single attack in the case of an All-Out Attack action.

Dazzled

The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -20 penalty on OB and any sight-based maneuver checks.

Deafened

A deafened character cannot hear. He takes a -4 penalty on initiative checks, automatically fails Perception checks based on sound, and has a -20 Spell Casting modifier when casting spells.

Energy Drained

The character suffers damage to their Constitution Temporary Stat. This can be short term and recover over time, or permanent (and only recover with level gains or advanced healing). Energy Drain is most commonly caused by the touch or proximity of powerful undead or demons.

Entangled

The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot Run or Charge, receives a -20 OB penalty, and loses any Dodge DB. An entangled character who attempts to cast a spell must make a spell casting roll, with a -20 casting modifier.

Fascinated

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect last. It takes a -20 penalty on maneuver checks made as reactions. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new resistance roll against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a Standard Attack action.

Fatigued

Fatigue is a character resource, determined with the formula $40 + 3 \times CO$. Fatigue represents the stamina of the character, and ability to act for long periods. For normal situations, Fatigue is negligible. For combat situations though, Fatigue is counted and calculated. Any combat which lasts at least 3 rounds costs a character 1 Fatigue, plus 1 for each level of encumbrance. This "damage" is cumulative, until the character rests and recovers, at which point they heal $CO/2$ Fatigue every 5 minutes of rest.

Flanked

Multiple attackers on a foe can generally position themselves to gain a tactical advantage known as Flanking. When making a melee attack, all attackers gain a +20 Flanking Bonus on their attack if their opponent is threatened by at least one pair of attackers, on opposite borders or opposite corners.

When in doubt about whether two characters flank an opponent in the middle, trace a line between the two attacker's centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Note that only one set of combatants need to fulfill this requirement for all attackers to gain the bonus. As soon as a target is flanked, it is flanked for by all melee attackers.

Exception A: If the flanker takes up more than 1 square (large and larger creatures), it gets the flanking bonus if any square it occupies counts for flanking.

Exception B: As a voluntary and Free action during their turn, any character can choose to focus on one opponent. In this case, the focused opponent no longer gains any Flank Bonus. However, at least one other foe receives a special Rear Attack bonus of +35 (instead of the +20). All additional flankers beyond the first two gain only the normal +20. This Free decision can be changed each round on the character's action, or immediately as soon as the Flanking condition is established.

Frightened

A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight, but takes a -20 penalty on all attack rolls and maneuver checks. A frightened creature can use special abilities, including spells, to flee; indeed the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Helpless

A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target loses any Dodge defense, Shield defense, and Parry defense. Any melee attacks against helpless targets get a +50 bonus. Ranged attacks gain a +30 attack bonus.

As a full round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe, or a missile weapon if adjacent to the target. Unless special abilities or situations apply, the helpless target is immediately killed in whatever fashion desired. Delivering a coup de grace provokes an attack of opportunity.

Incorporeal

Creatures with the incorporeal condition do not have a physical body. Incorporeal creatures are immune to all nonmagical attack forms. They take half damage from spells and spell-like abilities, as well as supernatural effects, unless they are force based. Magic weapons and Force-based effects, as well as attacks from other incorporeal creatures do full damage and effect.

Invisible

Invisible creatures are visually undetectable. An invisible creature gains a +20 attack bonus against a sighted opponent, and ignores its opponent's Dodge, Parry, and Shield defenses.

Nauseated

Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate, or do anything else requiring attention. The only action such a character can take is a single Move action, or the Do Nothing action.

Panicked

A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -20 penalty on all Resistance Rolls and Maneuver Rolls. If cornered, a panicked creature cowers and does not attack, typically using an All-Out Defense maneuver. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed

A paralyzed character is frozen in place and unable to move or act. A paralyzed character is considered Helpless, but can take purely mental actions. A winged creature flying in the air at the time it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer cannot swim and may drown. A creature can move through a space occupied by a paralyzed creature – ally or not. However, such movement counts as difficult terrain.

Petrified

A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, they are unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent damage or debilitation.

Prone

The character is lying on the ground. A prone attacker has a -20 on melee attacks, and cannot use some ranged weapons. A prone defender gains a +20 Dodge Defense against Ranged attacks, but takes a -20 Dodge Defense penalty against Melee attacks.

Shaken

A shaken character takes a -10 penalty on Attack bonuses and Maneuver checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened

The character takes a -10 penalty to all Attack rolls and Maneuver checks.

Stable

A character who was bleeding but who has stopped losing hit points each round is stable. The character is no longer dying, but if the bleeding was stopped with mundane aid (first aid, etc), there is a risk of re-opening the wound due to exertion.

Stunned

Stun is a general category for critical results with daze the target. Stun consists of several effects, in increasing severity. Always apply the worst effects first:

- **Must Parry** – this level of Stun forces the character into a defensive posture. Only the All-Out Defense or the Do Nothing maneuver can be used, and no attack actions are possible. Regardless of the option selected, movement is restricted to a Step.
- **Stunned** – this level of Stun actually dazes the character, severely reducing their options. Only the Do Nothing maneuver can be used, and no attack actions are possible. Dodge and Shield bonuses apply normally, but Parry Bonus is reduced by 50%. Movement is not allowed (except to fall prone). In addition, all attackers receive a +20 “stun” bonus on attack rolls.
- **Stunned, No Parry** – this level of Stun has the character seriously reeling. Only the Do Nothing maneuver is allowed, and no attack actions are possible. Dodge and Shield Bonuses apply normally, but Parry Bonus is automatically reduced to 0. Movement is not allowed (except to fall prone), and even Free Actions (except to drop objects) are not allowed. In addition, any attackers receive a +20 “stun” bonus on attack rolls.
- **Downed** – this level of Stun is identical to Stunned, No Parry, except the target is also immediately knocked prone (and unable to stand until the Stun recovers to Must Parry or lighter). Attackers receive a +50 “downed” bonus on attack rolls (which reduces to +20 “stun” once the Downed rounds are recovered).

Tracking Stun

Stun is tracked as a cumulative number of rounds, broken out by severity, in order from worse (downed or stunned, no parry) to lightest (must parry). On each turn of the character, the worst stun effect is marked off, and the next highest takes effect.

Due to mechanics, a result of one round of stun frequently has a less than full round effect. This is intentional, stun can be devastating. In this case, the benefit comes from the typical +20 Stun Bonus, and the reduction of Parry, during the time between when the blow strikes, and when the victim next acts.

Recovering from Stun

Each turn that a character suffers from the effect of Stun “recovers” or heals one level of that effect, starting with the worst level of stun and working up. The worst round of stun is automatically marked off, and no longer exists.

Stunned Maneuvering

After Stun Recovery, if a character is still suffering from Stun effects, they may make an immediate Pain Resistance Static Maneuver Skill roll. A success (101+) on this roll allows the character to ignore the effects of the worse level of stun, for that turn only. The stun round still “heals” naturally like normal, but the effects do not apply. A failure by 20 or less on the Pain Resistance roll (result of 81+) does not remove the effects of stun, but does reduce the effects by one severity for that turn only (Must Parry is actually ignored entirely for that turn).

Multiple rounds of concurrent stun apply an increasing penalty to this roll, based on the following table:

Total Stun	Modifier
1	+0
2	-10
3-4	-20
5-7	-30
8-9	-50
10+	-70

Injuries and all other penalties apply to this skill roll, identical to other skill checks.

Once you have successfully passed a Pain Resistance check on your turn, additional rounds of Stun add to your overall total (and the Stunned Maneuver for the next round), but otherwise cannot “stun” you again before your next action.

Surprised

If you are surprised, your defenses are lowered. Although you have your normal Dodge and Parry defenses, you are restricted to the Do Nothing maneuver, and any attackers receive an automatic +20 to strike you in melee, or +10 with a ranged attack.

The surprise condition is very short lived though. On the first action of the character, they can attempt a Perception check including all normal modifiers. If successful, they have recovered and can act normally on this turn. If unsuccessful, they are still considered Surprised, and are considered to be using the Do Nothing combat maneuver.

On the second action, a character who is still surprised automatically succeeds at a Perception skill check, and recovers. They may act normally on this turn and onward.

Unconscious

Unconscious creatures are knocked out and helpless. Unconsciousness can result from any of several conditions:

- Nonlethal damage in excess of current Hit Points
- Excessive Stun exceeding 10+CO rounds of total stun
- Excessive Injury with all accumulated penalties totaling -100 or higher

- Direct effect of a Critical or Fumble
- Various spell effects

Defensive Bonuses

Dodge Bonus

Your Quickness applies a dodge bonus to your Defensive Bonus. This is often the best defense when you are not skilled with your weapon and you have no shield, or when you are attacked multiple times.

Your Dodge bonus is applied equally versus all attacks in a given turn, either ranged or melee. However, you cannot dodge an attack you are unaware of. You can apply your Dodge Bonus versus attacks from any direction.

Shield Bonus

A warrior wielding a shield gains a significant defensive bonus by being able to block many attacks. Not only does a shield allow for the potential use of a Parry Bonus (below), but it also provides a passive defensive bonus on its own.

Since the game mechanics do not use Facing, Shield Defense is viable from any direction. In special cases however, the GM may overrule the use of a Shield based on situation or conditions. A Shield Defense can not be used to defend against a Rear Attack (reference Flanking, Exception 2).

Shield Bonus vs a single attacker

When fighting against a single attacker, your shield bonus is directly added to your Defensive Bonus

Shield Bonus vs multiple attackers

When fighting against multiple foes, you must choose when to apply your shield bonus. As each foe attacks, you decide to use or save your shield bonus, before any rolls are made. Once used, it is not eligible for later attacks, until the start of your next turn (and then limited by your maneuver choice). If you save your shield bonus until there are no additional attackers, then the bonus is wasted.

Shields vs Melee and Range

All shields have a DB bonus for Melee and a DB bonus for Range. Use the appropriate defense bonus based on the source of the attack.

Off-hand Weapons

If you have a second weapon in your off-hand, you gain a +5 Shield Bonus automatically. Some “parrying weapons” provide a higher Shield Bonus. Shield Bonuses with off-hand weapons may never be used versus Ranged Attacks.

Parry Bonus

A parry is an attempt to deflect a blow using a weapon, a shield, or your bare hands. You cannot parry unless your weapon is ready, you have a ready shield, or if you are unarmed with an empty hand.

You can use most melee weapons to parry, though some weapons have additional modifiers due to size and bulk. If you are unarmed, you may only parry with your Martial Arts skill. If you are using a Shield to Parry, your “weapon” skill is the better of either your Shield Bash skill, or your Martial Arts skill.

A parry will only affect melee attacks, parry bonus is normally useless against missile attacks (except for Shield Parry, below).

The basic mechanic of parrying is to adjust your own Attack by a modifier up to but not exceeding your Attack skill. This reduces your attack bonus, but increases your parry bonus by equal amounts. Note that the maximum value you can parry by is your Attack skill, not your net attack bonus. Large bonus modifiers and such cannot be added to a parry defense, but can be applied to your attack.

You can parry any melee attacks you are aware of, but you cannot parry attacks from your Rear (Reference Flanking, Exception 2).

Parrying Bonus versus a single attacker

When fighting versus a single attacker, your parry bonus is directly added to your Defensive Bonus

Parrying Bonus versus multiple attacks

If you are fighting multiple foes, it is possible you might be attacked multiple times in a turn. In this case, you define which foes you are parrying, and which you are not. For each parry beyond the first, your Parry Bonus is reduced by cumulative 50%. 1st Parry, 100%; 2nd Parry, 50%; 3rd Parry, 25%... etc.

Shield Parry

If you are wielding a ready Shield, you may allocate a single use of your Parry Bonus to your Shield Bonus. In this case only, you can parry a single ranged attack. The amount of Parry Bonus applied to a Shield cannot exceed the base Shield Bonus itself.

Unused Parry

If you opt to Parry, and end up not using the bonus (either from not being attacked as much as expected, or at all), any remaining parry is lost at the start of your next turn.

Continuing Defensive Bonuses

Your actions in your turn determine your defenses for the rest of the round (ie, when others are attacking you). The last action you take in a round has the most impact on this, and will frequently eliminate or reduce your options.

In almost all cases, your Dodge Bonus won't change or be limited, but you may sacrifice or restrict your Shield or Parry Bonus.

Once you have finished your action, and the next character has started, you cannot change your defenses options, and/or Parry allocation.

Extended Combat Example

Gavvin is an accomplished Fighter, with a weapon skill of +80. He is wearing a Normal Shield (+20 Shield Bonus), and has a Dodge Bonus of +15.

Basic Orcs (in this example) have a +40 weapon skill, a +10 Dodge Bonus, and no Shields (no Shield Bonus).

Example 1

Gavvin is facing 3 Orcs in melee, who have already closed to base to base contact with his front facings. On his action, he opts to stand his ground. He selects an Evaluate maneuver, vs the Orc on his left (+10 OB), and then makes a simple Attack maneuver. Before rolling, he allocates +40 parry. His attack skill is +50 (+80+10-40), minus the DB of the Orcs. Gavvin has no need to take his Step action now, so reserves it, but his strike is bad and he misses the Orc.

Now the 3 Orcs take their action. The Orc in the center stands his ground, taking an Evaluate maneuver vs Gavvin (+10 OB), and then attacking. With numbers on his side, he opts to not Parry, making his OB equal to +50 (+40+10), vs Gavvin's default +15 Dodge DB. Gavvin opts to use his Shield Bonus now, but save his Parry, making his total DB +35.

The second Orc opts to do similarly, giving himself a +50 OB as well. Gavvin opts to Parry this Orc since he shield is no longer available, giving him a +55 DB (+15 Dodge +40 Parry).

The third Orc opts to take advantage of his position, and use his Step to maneuver to Gavvin's Flank. From here, until positions change again, all of the orcs gain a +20 Flank bonus on their attacks. After Evaluating and Attacking, the Orc has the same +50 OB. Gavvin, concerned for his live, Interrupts the action to Retreat, using his 5-foot step to move away from the 3rd Orc (and breaking the flank conditions). With the retreat and after Parry, this gives him a total of +55 DB (+15+20 retreat+40/2 parry).

Example 2

Gavvin has just been struck by the orcs, and is suffering from several rounds of Stun. In total, he has 2 rounds of Stunned without Parry, and 3 rounds of Stun, for 5 total rounds.

Until Gavvin's next action, all attackers gain a +20 Stunned Target OB bonus, and Gavvin is locked into whatever his prior defenses were set at.

On Gavvin's next turn, one of the Stunned without Parry rounds automatically goes away. This leaves him with 4 rounds of Stun total (1 Stunned without Parry, 3 Stunned). He makes a Pain Resistance Roll at a -20 penalty (due to 4 rounds of stun), and succeeds. He can immediately act normally on this action, including redefining his defenses, parry, etc.

Before his next action, Gavvin's foes strike him again, giving him a round of "Downed" stun. This stun effect is ignored entirely until Gavvin's next action, but added to the cumulative rounds of stun.

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On his next action, the current round of Stun is erased (the Stunned without Parry), leaving him with 4 rounds of Stun (1 Downed, and 3 Stunned). This time his Stunned Maneuver skill check fails, and he immediately falls to the ground, suffering all effects for the Downed condition.

Effects of Injury

If you are injured, subtract the Concussion Hits from your Hit Points. Usually, you are still in the fight as long as you have positive HP.

If you have less than 75% of your HP remaining, you are reeling from the wounds. Your skills (including weapon and attack skills and any spell casting) and Dodge Bonus are reduced by -10 at 75%, -20 at 50%, and -30 at 25%. In addition, your Move is reduced by 1 for each 25% of lost HP (to a minimum of 1).

If you have 0 or fewer HP left, you are unconscious. You immediately fall prone and are unable to act except thru Unconscious abilities. You become conscious again once your HP is healed to above 1 or higher, or as the GM rules (for dramatic plotting).

If your total combined penalties due to damage or injury total -100, you fall unconscious as well and immediately fall prone. You are unable to act except thru Unconscious abilities. You become conscious again once the damage penalties are reduced below -100, or as the GM rules.

If your total rounds of accumulated Stun equal 10+CO, you fall unconscious as well and immediately fall prone. You are unable to act except thru Unconscious abilities. You become conscious again once the Stun rounds naturally reduce below your limit, or as the GM rules.

If your HP total reaches your CON statistic as a negative, your body dies, and soul departure begins. Some critical effects immediately cause death as well, which starts your soul departure, but does not necessarily reduce your current HP. The GM has guidelines for Soul Departure and true death. Optionally, Soul Departure can be ignored, and death simply occurs in either case.

Resistance Rolls

Many conditions of the game have variable effects, based on a bit of luck and the natural talents of the target. Spells can be resisted, poisons can be ineffective, or a character can be immune to various diseases. All of these effects require a resistance roll to determine success or failure (and the order of magnitude of effect).

Resistance rolls are all based on the Level of the effect vs the Level of the Target.

- Spells – Attacker level is the level of the Caster, Defender level is the character level of the Target.
- Skills (disarm, subdue, etc) – Attacker level is the number of Ranks in the Skill, Defender level is the character level of the Target.
- Poisons, Diseases, and other effects – Attack level is defined by the strength of the effect, Defender level is the character level of the Target

To every resistance roll, there is an associated Stat modifier, and sometimes a Racial modifier. For example, vs Magic, you would add 3x Empathy, Intuition, or Presence, depending on the school of magic

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for the spell. For Poisons and Diseases, 3x Constitution is added. For Fear effects, 3x Self Discipline. For Skill related Resistance Rolls, add the Stat modifier of the respective skill for the Target.

The base Target Number for a Resistance Roll is 50. For each level of the attack higher than the defender, this increases by 5. For each level of the attack lower than the defender, this decreases by 5.

Resistance Roll Table										
Defender Level										
Attack Lvl	1	2	3	4	5	6	7	8	9	10
1	50	45	40	35	30	25	20	15	10	5
2	55	50	45	40	35	30	25	20	15	10
3	60	55	50	45	40	35	30	25	20	15
4	65	60	55	50	45	40	35	30	25	20
5	70	65	60	55	50	45	40	35	30	25
6	75	70	65	60	55	50	45	40	35	30
7	80	75	70	65	60	55	50	45	40	35
8	85	80	75	70	65	60	55	50	45	40
9	90	85	80	75	70	65	60	55	50	45
10	95	90	85	80	75	70	65	60	55	50

In most cases, successfully rolling versus the target number with 1d100 OE plus modifiers, results in the attack having no effect. However, several special cases defined below can modify the effect.

Spells

Resistance Rolls versus spells are almost always an all or nothing result (except where defined by the specific spell). Any Base Attack Spell (as opposed to an Elemental Attack Spell, or a Utility Spell) requires a resistance roll to determine success. First the caster makes a Base Attack Spell roll, which provides a modifier to the target's Resistance Roll. Then the target "resists" the spell by making their resistance roll. If the roll succeeds, the spell has no effect. If the roll fails, the spell has an effect. In many cases, the margin of failure modifies the overall spell effect, by either making its effects stronger or last longer.

Skills

Resistance Rolls versus skills are always all or nothing. Success on the Resistance Roll means the attack skill has no affect. Failure on the Resistance Roll means the attack skill has full effect.

Poisons, Diseases and Other Effects

In the cases of poisons, diseases and other effects, a Resistance Roll is less about "does it have an effect", and more about "how much of an effect does it have". These resistance rolls are always defined with several tiers of effect, each cumulative to each other. Based on the result of the Resistance Roll, the GM will apply some or all of the modifiers from the attack.

Margin of Success	Effects
Success by 31+	No effects
Success by 0-30	Mild Effects
Failure by 1-20	Moderate Effects
Failure by 21-50	Severe Effects
Failure by 51+	Extreme Effects

Each of these tiers of effects are defined by the specific Poison, Disease or Effects, elsewhere in these rules. Keep in mind that the effects are cumulative, so a Failure by 25 would result in Mild+Moderate+Severe effects on the target.

Other Actions in Combat

Combatants can perform actions other than attacking and moving. Physical actions usually require Ready maneuvers, while mental ones call for Concentrate maneuvers.

Long Actions

Many physical actions take more than one second to complete. In combat, choose the Ready maneuver each turn until you are finished. This is not a specific maneuver, but a “generic” choice that lets you do one second’s worth of any multi-second action. Some things (like piling up rocks to stand on) can be interrupted in the middle if necessary, to take any necessary maneuver or other action. Other things (like lock picking or first aid) cannot be interrupted; if you stop in the middle, you must start over.

Spells and Magic

Casting Spells

You must know a spell in order to cast it, unless you possess a magic item that lets you cast it. Tell the GM what spell you are casting and take the Concentrate maneuver for the requisite number of turns. At the end of the last second of concentration, make a spell casting static maneuver. You do not need to define any other parameters of a spell, except for the spell title and level, until the end of the casting time.

Casting a spell works like any other static maneuver. Roll 1d100 (OE) and add your skill plus any modifiers. If your roll is equal to or higher than 101, the spell is successfully cast. If the final total is 100 or less, the spell fails (and may fail spectacularly). Depending on the type of spell, particularly low unmodified rolls may lead to a spell fumble.

As long as the following conditions are met, the spell is casting is automatically successful. However, it is still possible for the spell to fail, due to the determination of effects (see below).

On a success, mark off the spell's power point cost against your power point total. The spell takes effect immediately, any penalties from power point drain affect you immediately as well.

On a failure, the spell does not work. The spell attempt uses 1 Power Point, regardless of the level of the spell. Exception – if the spell is informational, any cast uses the full power point cost, regardless of success or failure.

Order of Operation for Casting

1. Choose the spell and level desired to be cast
 - 1.1. If instantaneous, resolve immediately
 - 1.2. If not instantaneous, optionally Concentrate for 1 or more actions
2. Define the target(s) and any parameters of the spell
3. Complete the spell casting (with a Standard Action)
4. Apply the effects
 - 4.1. Directed Spells – resolve the attack, each target defends with the defensive bonuses
 - 4.2. Area of Effect Spells – resolve the attack vs each affected target, each target defends with a minimized defensive bonus
 - 4.3. Base Attack Spells – resolve the base attack results once versus all targets, each target received a resistance roll

Spell Casting Actions

When a spell is cast, then it will either be an instantaneous spell, or a normal spell (with optionally several rounds of Concentration to prepare). Each realm of magic applies different modifiers to the spell casting roll, but they all apply equally with regards to the success of the spell.

Transcendence skill of the characters works to mitigate some of the penalties associated with spell casting. If the transcendence bonus equals or exceeds the total penalty of the character, for all modifiers except Preparation time or Cross-Realm, then no "penalty" exists, and the spell casting roll is

not required (the casting succeeds automatically). There are any remaining penalties, or any time penalties, or the spell being cast is from a foreign Realm, even if all the associated modifiers total a bonus, a spell casting roll is required.

After defining the target and any variables of the spell, make a single Spell Casting Static Maneuver roll. Add all appropriate modifiers, including Transcendence skill (up to a maximum of the non-time penalties), and the skill bonus of the associated Spell skill list.

Static Maneuver Result	Effect
0 or Less	Absolute Failure
01-25	Spectacular Failure
26-100	Spell Failure
UM 100	Unusual Event
101+	Spell Casting Success

Absolute Failure

Your spell casting attempt fails utterly, and the winds of magic tear thru you. Resolve a Failure on the Spell Failure Table, applying a bonus equal to 2x the total of your spell casting modifiers as a positive (minimum +0). Lose double the cost of the spell in power points.

Spectacular Failure

Your spell casting attempts fails, and the winds of magic react badly. Resolve a Failure on the Spell Failure Table, applying a bonus equal to the total of your spell casting modifiers as a positive (minimum +0). Lose the cost of the spell in power points.

Spell Failure

Your spell casting attempt fails, with no ill effects. Lose 1 power point (informational spells lose full cost).

Unusual Event

You are perfectly in tune with the winds of magic, as you successfully cast the spell with no cost of power points (or charges). In addition, for up to the next 10 minutes, you gain a single +30 on your next Spell Casting static maneuver.

Spell Casting Success

Your spell casting works as intended, and the spell is cast correctly, costing a number of power points equal to the level of the spell.

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Spell Casting Table

Casting Time Modifier (Caster Level - Spell Level)								
Rounds of Concentration								
Lvl Diff	Instant	0	1	2	3-4	5-6	7-8	9
2+	+10	+0	+5	+10	+15	+20	+25	+30
1	+5	-20	+0	+5	+10	+15	+20	+25
0	+0	-50	-20	+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
Caster Conditions								
			Channeling		Essence		Mentalism	
Counter Specialist Spell			-20		-20		-20	
Cross-Realm Spell			-30		-30		-30	
76%-100% Power			+0		+0		+0	
51%-75% Power			-10		-10		-10	
26%-50% Power			-20		-20		-20	
1%-25% Power			-30		-30		-30	
Injury – HP 51%-75%			-10		-10		-10	
Injury – HP 26%-50%			-20		-20		-20	
Injury – HP 1%-25%			-30		-30		-30	
Free Hands - None			-20		-20		+0	
Free Hands - One			+0		+0		+0	
Free Hands - Two			+5		+5		+0	
Voice - None			-10		-10		+0	
Voice - Whisper			-5		-5		+0	
Voice - Normal			+0		+0		+0	
Voice - Shout			+5		+5		+0	
Helmet - None			+0		+0		+0	
Helmet - Leather			+0		-20		-30	
Helmet - Mixed			-10		-30		-40	
Helmet - Metal			-20		-40		-60	
Organic, Living material			+0		-1 per 5 lbs over 50		+0	
Organic, Non-Living material			+0		-1 per lb over 10		+0	
Inorganic material			-1 per lb over 10		-2 per lb over 5		+0	

Applying the effects of Spells

Directed Spells

Directed Spells are spells that are treated like a ranged attack (similar to a bow or crossbow). When the spell is successfully cast, the caster gains the ability to launch one or more “bolts” of elemental magical power. Each such attack is resolved immediately (a caster cannot “hold” a bolt unless the spell description states otherwise).

Roll for the attack of the spell using the appropriate Directed Spells attack table, using the caster’s Directed Spells attack skill for the bonus. All normal combat rules for ranged attacks apply normally.

If the attack roll results in a natural unmodified 01 or 02, then the Winds of Magic have affected the spell caster. The spell automatically fails, and the caster immediately rolls against the Spell Failure Table, with no modifications.

Other results are resolved as per the normal attack rolls.

Directed Spells are always considered Magical attacks, for the purposes of special defenses, etc.

Area of Effects Spells

Area Effects spells are combat spells channeling elemental force into an explosion (a “ball”) of magical damage. They are different from Base Attack spells in that they do direct damage, instead of a resistance roll. Once the spell is successfully cast, the attack is resolved immediately (a caster cannot “hold” a ball unless the spell description states otherwise).

Roll for the attack of the spell using the appropriate Elemental Ball attack table. Unlike normal attacks, there is no skill bonus applied in this case, and the number of other modifiers is significantly limited. This is also not an open-ended roll. Make a separate attack roll for each target (friend or foe) within the area of effect. Versus each attack, apply a restricted defensive bonus modifier. Since the attack covers the area equally, any target in the region cannot apply their Dodge, Shield or Parry defenses. Magical defenses (other than shields) apply normally. Depending on maneuvers, there may be other modifiers.

If the area of effect spell is centered on a specific target’s location, there is a +30 “center of effect” bonus, but this can be mitigated by a Dive for Cover or similar reaction.

If the attack roll vs the first target results in a natural unmodified 01-04, then the Winds of Magic have affected the spell caster. The spell automatically fails (and has no effects on other targets as well), and the caster immediately rolls against the Spell Failure table, with a +30 modification.

Other results are resolved as per the normal mechanics, and results of 01-04 on later targets are ignored.

Area of Effect (elemental) Spells are always considered Magical attacks, for the purposes of special defenses, etc.

Base Attack Spells

Any spell which is neither a Directed Spell or an Area of Effect Elemental spell is by nature a Base Attack Spell (even if it isn't an "attack" as such). Base attack spells can be area of effect as well, but the mechanics are the same. Once the spell casting maneuver has succeed, the spell effects are determined immediately. The effects of the spell cannot be delayed or postponed unless defined in the spell description.

Roll for the spell strength using the Basic Spell Attack Table, with a non-open ended roll vs the respective armor type of the target. This table generates a Resistance Roll Modifier applied equally to all targets in the spell's effect. In some cases, modifiers will apply differently for different targets – apply the adjusted Resistance Roll to each target independently, but only a single Base Attack roll is made.

If the attack roll results in a natural unmodified 01-02, then the Winds of Magic have affected the spell caster. The spell fails automatically (and has no effects on other targets), and the caster immediately rolls against the Spell Failure table, with no modification.

Once the Resistance Roll Modifier is determined, each target independently makes a Resistance Roll. The success or failure of this roll determines the actual effects to the target. If the target is a willing recipient, they have a -100 modifier (and the resistance roll is typically ignored). "Willing" means that the effect of the spell is known and desired – you cannot trick someone into accepting a spell willingly by telling them one thing and casting a different spell.

Distraction and Injury

If you defend yourself against an attack, or are knocked back, knocked down, injured, grappled, or otherwise distracted while concentrating, you have further modifiers to the casting roll. If you are stunned while concentrating (and fail your Stunned Maneuver check), you automatically fail the spell.

All physical injury modifiers apply equally versus spell casting. Critical injuries, low health, etc, will all cause spells to fail. The actual strike of an attack does not disrupt spell casting, but any resulting damage, modifiers, or effects apply their respective modifiers to the eventual spell casting roll.

A spell can be cancelled without effect up until the time of the actual casting (the attack action). If for some reason, the spell casting is actually started, but then is interrupted or cancelled, the only impact is the loss of a single power point.

Mana Points (MP)

Magical spells and effects are powered by Mana Points. Usually, you are cast spells as long as you have positive Mana (and sometimes beyond).

If you have less than 75% of your MP remaining, you are becoming drained. Your skills (including weapon and attack skills and any spell casting) and Dodge Bonus are reduced by -10 at 75%, -20 at 50%, -30 at 25%, and -40 at 0%. In addition, your Move is reduced by 1 for each 25% of lost HP (to a minimum of 1).

If you have 0 or fewer Mana left, you are still in the fight. However, you are no longer using Mana energy, but instead are channeling your internal strength. As long as all normal penalties are applied, you can continue to cast, converting HP into Mana on a 1 for 1 basis. Only once your HP is exhausted as well do you fall prone and unable to act, unless your cumulative penalties reaches -100 before then.

Caster and Subject

The “caster” of the spell is the person who is attempting to cast it.

The “subject” of the spell is the person, place, or thing upon which the spell is cast. If you are casting a spell on yourself, you are both caster and subject. The subject can also be another being, an inanimate object, or even a patch of ground. If the subject is a place, the caster can “touch” it by extending a hand over it or touching the ground, as appropriate for the spell.

Time Required

Most spells take one round to cast. Take the Concentrate maneuver for one turn and attempt your skill roll at the end of your turn. If you succeed, the spell takes effect instantly.

Some spells take more than one round to cast. This requires multiple, consecutive Concentrate maneuvers. Any interruption in your Concentration immediately ruins the spell, which must be started over from the beginning to recast.

The time to cast non-instant spells is dependent your relative character level compared to the level of the spell itself, as summarized in the spell casting modifier table.

Some spells are “instantaneous”. These spells are able to be used as Interrupts, and can be cast at any time (even during someone else’s action).

Spell Classifications

Some spells have special modifiers or mechanics around their use, to clarify the rules and limitations. For the most part, these are noted in the various spell lists on the respective spells.

Instantaneous

These spells require no preparation or time to cast, except the use of an Interrupt action. On the spell lists, these spells are noted with a “*” next to the name.

Normal

These are the most common spells, and have no special notations or modifications.

Free

These rare spells can be cast and used with no power point expenditure. They otherwise operate normally. On the spell lists, these spells are noted with a “●” next to the name.

Conjunctive

These uncommon spells must be cast in conjunction with other spells continuously to be effective (or fully effective). On the spell lists, these spells are noted with a “‡” next to the name.

Elemental

These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used to either create a phenomena that can affect the physical environment of the target (e.g., a “wall” spell) or the sense of the target (e.g., an “illusion” spell). Because the elements are real, no Resistance Rolls are normally allowed.

Ball Elemental

These are elemental spells that attack an area with one of the physical elements, resolved as per the Area of Effect mechanics.

Directed Elemental

These are elemental spells that directly attack a target with one of the physical elements, resolved as per the Directed Spells mechanics.

Force

These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell’s force. If the spell has a target capable of resisting, the caster uses the Base Attack Spell mechanics.

Passive

These spells usually only indirectly or passively affect a target. Thus, if a Resistance Roll is allowed (GM’s discretion), its purpose is only to determine if the target is aware of spell. Many detection spells are of this type.

Utility

These spells only affect the caster, a willing target, or a target incapable of resistance. Any resistance roll made by an unwilling target automatically succeeds.

Informational

These spells involve gathering information through means that do not require Resistance Rolls.

Subconscious

These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell. In addition, any subconscious spell can be triggered while the caster is unconscious, asleep, in a trance, stunned, etc. A subconscious spell can be triggered by conditions that the spell can effect (ie, a Regenerate spell will trigger if the caster is knocked out and has unhealed concussion hits).

Mental

These spells are Mental Attack Spells, and are subject to effects and defenses that target mental or mind attacks. These spells are automatically ineffective against any creature or entity that either has no “mind” or who’s mind is particularly alien.

Spell Special Cases

Movement

Movement spells are spells which impart an unusual or enhanced form of movement. Typically Running, Swimming, Flying or Leaping, these also include the “teleportation” type effects of Longdoor and similar spells. Each such spell defined the travel speed, which is used to determine the Move characteristic of that character. Spells that provide an instantaneous or one-use effect determine the Move characteristic equal to the distance able to be travelled (ie, Leaping permits a single 50’ leap, ie, a one-use Leap Move of 10. Spells that provide a continuing effect provide a velocity in terms of rounds, in these cases, half the velocity to determine the Move characteristic (ie, a Fly spell of 100’ per round gives a Move characteristic of 10).

The casting of the spell does not impart any control over the movement by the target – ie, casting Longdoor on a target gives them the ability to teleport, not the caster the ability to teleport the target. Casting a Leaping spell on a target doesn’t move them unexpectedly, but it does give them the ability to leap on their next action (or as part of an Interrupt).

In the case of instantaneous or one-use movement spells, the movement type must be used within the next turn, or the spell effects dissipate.

Defensive

Defensive spells (such as Bladeturn, Deflections, etc) are problematic spells, due to their nature in a combat situation. These spells are invariably instantaneous, and provide a significant boost to defenses. Because they are instantaneous, they can be cast as an Interrupt, but they can only be cast in response

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to an attack before the attack roll is made. Once the roll has been made, and the results announced, the defense is too late.

In some cases, Defense spells provide multiple “uses”. In these cases, the various charges can be applied only once per attack, up to the limit imposed by the spell. All such uses must be used within the single turn after the casting, or they are lost. In all cases, the spell’s target is the attack itself, so the control of the use of charges is maintained by the caster, not the defender.

Poison

Each Poison or Disease is defined with a Type and an Effect Level. These two factors define how hard the toxin is to resist (the Effect level), and what the results of a failure are (the Type). Each are described in more detail below.

Poison Types

Diseases are grouped into several Types, based on the typical results and impact of the malady.

Circulatory Poisons

This group affects in order the feet, legs, hands, arms, abdomen, chest, neck, then head.

Circulatory Poison	
Resisted by 3xCO	
Duration – 1d50 hours	
Mild Effects	Onset – 1d50 rounds Swelling around the point of injection or ingestion, drowsiness (-15) and slightly blurred vision (-25), total modifier -40.
Moderate Effects	Onset – 3d10 rounds Lessening of motor coordination in legs and arms (-25); mild euphoria (-20), total modifier -45.
Severe Effects	Onset – 5d10 rounds Discoloration and chills, incapacitating headaches (no activity; 1d10 hits/round until unconsciousness)
Extreme Effects	Onset – 10d10 rounds Death due to circulatory failure (oxygen starvation and associated waste poisoning)

Conversion Poisons

This group affects in order the kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, and arms.

Conversion Poison	
Resisted by 3xCO	
Duration – 5d10 hours	
Mild Effects	Onset – 5d10 rounds

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	Queasiness and upset stomach (2d10 hits, -20)
Moderate Effects	Onset – 10d10 rounds Painful vomiting (3d10 hits, 10% chance of incapacity each round)
Severe Effects	Onset – 2d100 rounds Partial conversion (1d100%) of bodily tissue to another form (with associated disabilities); victim is at -51 to -100 penalty; lapse into unconsciousness 1d50 rounds after initial severe effect.
Extreme Effects	Onset – 20d10 rounds Complete transformation of bodily tissue to another form; painful death

Muscle Poisons

This group affects in order the hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, and heart.

Muscle Poison	
Resisted by 3xCO	
Duration – 3d10 hours	
Mild Effects	Onset – 3d10 rounds Light-headedness and swelling (-10); pain (1d5 hits/round)
Moderate Effects	Onset – 5d50 rounds Moderate loss of overall coordination (-30); in any given round, there is a 25% chance muscles necessary to given action will not operate.
Severe Effects	Onset – 1d10 hours Fever and sweating; lapse into unconsciousness for 1d10 days
Extreme Effects	Onset – 1d50 hours Death due to overall muscle failure (cessation of heart activity)

Nerve Poisons

This group affects in order the extremities, eyes, mouth, and brain.

Nerve Poison	
Resisted by 3xCO	
Duration – 1d10 hours	
Mild Effects	Onset – 1d10 rounds Mild loss of thought and motor coordination (-30)
Moderate Effects	Onset – 1d20 rounds Nervous system shock (5d10 hits, -75)
Severe Effects	Onset – 2d10 rounds Stroke (-100), temporary stats reduced by 1d80
Extreme Effects	Onset – 5d10 rounds Death due to brain failure

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Reduction Poisons

This group affects in order the kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, and arms.

Reduction Poison	
Resisted by 3xCO	
Duration – 10d10 hours	
Mild Effects	Onset – 10d10 rounds Great pain (4 hits/round until unconscious)
Moderate Effects	Onset – 20d10 rounds Bleeding thru the pores (3 hits/round)
Severe Effects	Onset – 30d10 rounds Incapacitation; after 1d100 minutes lapse into a coma lasting 1d100 days
Extreme Effects	Onset – 1d10 hours Death due dissolution of vital tissue and destruction of associated organs (ie, liver reduced to fluid).

Respiratory Poisons

This group affects in order the lungs, throat, brain.

Respiratory Poison	
Resisted by 3xCO	
Duration – 1d20 hours	
Mild Effects	Onset – 1d20 rounds Mild euphoria (-20)
Moderate Effects	Onset – 2d10 rounds Significant euphoria (-50) and choking pain (1d5 hits/round for 1d100 rounds)
Severe Effects	Onset – 1d100 rounds Uncontrollable coughing (1d10 hits/round for 1d10 rounds); lapse into unconsciousness; 50% chance of coma for 1d10 days
Extreme Effects	Onset – 2d100 rounds Death due to respiratory failure and associated oxygen starvation

Chemical Diseases (Addiction)

This group includes all forms of chemical dependence on herbs, drugs, alcohol, etc, or slow physical deterioration as a result of chemical alteration.

Chemical Disease	
Ingestion	
Immediate	
Resisted by 3xCO	
Mild Effects	No significant permanent damage, but any attempts at withdrawal result in mild spasms, sweating and irritability and a -15 penalty.
Moderate Effects	Occasional hallucinations (5% chance, -25); Intermittent spasms (5% chance, -35); Double vision (10% chance, -40 penalty); impaired Memory and Agility (-1d10 to Temp Stat); Attempts at withdrawal result in immobility
Severe Effects	Frequent hallucinations (10% chance, -50); intermittent fevers; shaking; weakened temporary stats (-1d100 to each stat); Attempts at withdrawal result in immobility
Extreme Effects	Slow death (1d50 months) due to destruction of internal organs; Attempts at withdrawal results in immobility

Whenever a potentially addictive substance (anything with an AF rating) is used, there is a chance of addiction. The GM rolls 1d100 (not open-ended), and adds the AF of the substance. On a result of 101+, the character becomes addicted, gaining an Addiction Level to that substance of +1. For each additional use of the same substance within a given 7 day period, the AF of the substance doubles. For example, 1 dose of AF1 has an AF1. Two doses, AF2. Three doses, AF4. Four doses, AF8. Once the result of the roll is 101+, the character gains one level of addition, but the AF level of the substance is “reset” to the initial value.

For each level of Addiction with a substance, that number of additional doses must be used within a given week, to prevent withdrawal. These doses affect the character normally, and otherwise follow all normal rules, including potentially increasing Addiction, and are spaced out approximately evenly thru the week (ie, Addiction 1 = 1 per week, Addiction 3 = 1 per 2 days, etc). However, failure to use the required dosage results in Withdrawal.

In addition to the Addiction mechanics, each time the character adds a Level of Addiction, they must make a Resistance Roll versus the drug. The attack level is the AF of the base substance, plus the new Addiction Level of the character. This may result in much more significant effects and damage to the character.

Disease

Each Poison or Disease is defined with a Type and an Effect Level. These two factors define how hard the toxin is to resist (the Effect level), and what the results of a failure are (the Type). Each are described in more detail below.

Disease Types

Diseases are grouped into several Types, based on the typical results and impact of the malady.

Bubonic Diseases

This group includes any viral or bacterial disease resulting from organisms that reside in the blood or other bodily fluids.

Bubonic Disease	
Injection, Secretions, Touch, Fluids, etc.	
1d10 Day onset time	
Resisted by 3xCO	
Mild Effects	Rashes, mild glandular swelling, fever, -15 overall penalty
Moderate Effects	Inflammations and swelling in the glands, particularly in the armpit and groin areas resulting in a -25 penalty. Puss-filled infections, with a 10% chance of immobilization for each limb or eye.
Severe Effects	Lesions ooze puss; bleeding through pores; high fever; complete immobilization. 50% chance of deep coma for 1d50 days.
Extreme Effects	Death due to viral or bacterial infection in 1-20 days

Pneumonic Diseases

This group includes any viral or bacterial disease carried in the air, or transmitted by mist or breath.

Pneumonic Disease	
Inhalation	
1d100 Hours onset time	
Resisted by 3xCO	
Mild Effects	Fever; Sweating; -20 overall penalty
Moderate Effects	Raging Fever for a -25 penalty; infected wounds (-50 penalty unless unwounded); instability resulting in -50 to moving maneuvers and missile attacks
Severe Effects	Immobilizing coma lasting 1d100 days
Extreme Effects	Death due to viral or bacterial infection in 1d100 hours

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Psychiatric Diseases (Insanity)

This group includes lasting psychological damage as a result of severe trauma or anxiety, resulting in the general classification of “insanity”.

Psychiatric Disease	
Environmental	
Random and immediate onset time	
Resisted by 2xPR+SD	
Mild Effects	Mild Neuroses. Roll 1d100: 01-10 – communication difficulties (stuttering) 11-25 – obsession 26-40 – uncontrolled anger 41-100 – light phobias (vertigo, claustrophobia, etc)
Moderate Effects	Strong Neuroses. Roll 1d100: 01-08 – strong phobia of groups 09-15 – strong phobia of open spaces 16-30 – strong phobia of heights 31-45 – strong phobia of confined spaces 46-52 – strong phobia of water 53-60 – strong phobia of specific animals 61-68 – strong phobia of storms 69-75 – strong phobia of fast movement 76-80 – sexual fetish for a particular object type 81-85 – sexual voyeurism 86-90 – sexual addiction 91-92 – cross-gender attraction 93-94 – sexual exhibitionism 95-96 – compulsive sexual attraction to children or dead bodies 97-98 – sexual sadism 99-100 – sexual masochism
Severe Effects	Psychoses. Roll 1d100: 01-25 – Manic/Depression 26-50 – Paranoia 51-75 – Schizophrenia 76-90 – Hysteria 91-100 – Multiple Personalities
Extreme Effects	Death in 1d50 weeks, due to either suicide (90%) or murder/suicide (10%)

Chemical Diseases (Addiction)

This group includes all forms of chemical dependence on herbs, drugs, alcohol, etc, or slow physical deterioration as a result of chemical alteration.

Chemical Disease	
Ingestion	
Immediate	
Resisted by 3xCO	
Mild Effects	No significant permanent damage, but any attempts at withdrawal result in mild spasms, sweating and irritability and a -15 penalty.
Moderate Effects	Occasional hallucinations (5% chance, -25); Intermittent spasms (5% chance, -35); Double vision (10% chance, -40 penalty); impaired Memory and Agility (-1d10 to Temp Stat); Attempts at withdrawal result in immobility
Severe Effects	Frequent hallucinations (10% chance, -50); intermittent fevers; shaking; weakened temporary stats (-1d100 to each stat); Attempts at withdrawal result in immobility
Extreme Effects	Slow death (1d50 months) due to destruction of internal organs; Attempts at withdrawal results in immobility

Whenever a potentially addictive substance (anything with an AF rating) is used, there is a chance of addiction. The GM rolls 1d100 (not open-ended), and adds the AF of the substance. On a result of 101+, the character becomes addicted, gaining an Addiction Level to that substance of +1. For each additional use of the same substance within a given 7 day period, the AF of the substance doubles. For example, 1 dose of AF1 has an AF1. Two doses, AF2. Three doses, AF4. Four doses, AF8. Once the result of the roll is 101+, the character gains one level of addition, but the AF level of the substance is “reset” to the initial value.

For each level of Addiction with a substance, that number of additional doses must be used within a given week, to prevent withdrawal. These doses affect the character normally, and otherwise follow all normal rules, including potentially increasing Addiction, and are spaced out approximately evenly thru the week (ie, Addiction 1 = 1 per week, Addiction 3 = 1 per 2 days, etc). However, failure to use the required dosage results in Withdrawal.

In addition to the Addiction mechanics, each time the character adds a Level of Addiction, they must make a Resistance Roll versus the drug. The attack level is the AF of the base substance, plus the new Addiction Level of the character. This may result in much more significant effects and damage to the character.

Recovery from Diseases

Once cured of a disease, there is a lag of recovery time, during which the character is still impaired and not at full effectiveness. The general time for recovery is summarized in the following table, the roll is modified by the character’s CO bonus (not tripled), but not by any racial modifier (that applies only to the initial resistance roll.

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Disease Recovery Chart				
Bubonic	Mild	Moderate	Severe	Extreme
-26 or less	13	21	86	173
-25 – 15	9	14	59	120
16 – 35	6	10	40	80
36 – 65	4	6	26	53
66 – 90	3	5	20	40
91 – 105	2	3	13	27
106 or more	1	2	7	13
Pneumonic	Mild	Moderate	Severe	Extreme
-26 or less	14	35	70	140
-25 – 15	9	23	45	180
16 – 35	6	15	30	120
36 – 65	4	10	20	80
66 – 90	3	8	15	60
91 – 105	2	5	10	40
106 or more	1	3	5	20
Psychiatric	Mild	Moderate	Severe	Extreme
-26 or less	7	67	645	6,193
-25 – 15	5	48	461	4,423
16 – 35	3	29	277	2,654
36 – 65	2	19	184	1,769
66 or more	1	10	92	885
<i>This represents the amount of time needed to adjust to life without the disability. During this time victims must make RRs every time a situation that might “rekindle” the old condition arises.</i>				
Chemical	Mild	Moderate	Severe	Extreme
-26 or less	12	31	139	239
-25 – 15	8	21	93	159
16 – 35	6	16	70	119
36 – 65	4	10	46	80
66 – 90	3	8	35	60
91 – 105	2	5	23	40
106 or more	1	3	12	20
<i>This is the amount of recovery time after withdrawal.</i>				

Bubonic

Victims of bubonic diseases start off with a -100 penalty while recovering. To recover, the victim must spend the indicated amount of time in bed rest. The penalty will be lowered for each day of rest. To determine how much to lower the penalty, divide -100 by the number of days needed to recover. Round off any fractions and apply any leftover penalty to the amount recovered in the first day. If the victim moves around, the recovery time is temporarily halted (and the current penalties will apply to all he does).

Pneumonic

Victims of pneumonic diseases start off with a -100 penalty while recovering. To recover, the victim must spend the indicated amount of time in bed rest. The penalty will be lowered for each day of rest. To determine how much to lower the penalty, divide -100 by the number of days needed to recover. Round any fractions and apply any leftover penalty to the amount recovered in the first day. If the victim moves around, the recovery time is temporarily halted (and the current penalties will apply to all he does).

Psychiatric

A gamemaster will have to determine when a character is cured of psychiatric diseases. Most of the psychiatric diseases fall outside the spectrum of normal disease healing (as these diseases affect the mind just as much or more than they affect the body).

Even when cured, a character has urges to do things that he is cured of. The recovery time shown in the recovery chart shows the time needed to completely overcome the urges to “go back” to the old ways. Every time a character is presented with a situation that might tempt him to do something that he has been cured of, he should roll a d100 (open-ended) modified by the character’s Self Discipline stat bonus and +1 for each previous successful check against temptation. There is an additional modifier based upon the severity of the previous condition: +10 for a Mild condition, +0 for a Moderate condition, -20 for a Severe condition, - 50 for an Extreme condition. If the result is over 100, the character has resisted the temptation and continues to recover. If the result is less than 100, he slips back into his old ways and the recovery process must begin again (he is still cured, but must roll for recovery time again).

Chemical

There are two ways to heal a chemical dependency: magical healing and cold turkey withdrawal. Magical healing is presumed to have no side effects and can simply use the chart above to determine the amount of time needed after the dependency is healed. For those characters without access to magical healing of addiction, they will have to deal with cold-turkey withdrawal.

To begin the process of cold-turkey withdrawal, the character must start off a day without using the substance. He must then make a d100 roll (open-ended) modified by the level of addiction times -5 (e.g., a 4th level addiction has a -20 modifier), his Constitution stat bonus (3xCO), and penalties gained by the addiction severity. There is a special mechanics modifier of +50 to this roll. Look up the result on the Withdrawal Chart.

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The penalties gained by rolling on this chart are cumulative with each other and last until the addiction is healed (i.e., withdrawal is complete) or until the character gets a “fix” of the substance (note that a fix is equal to a number of doses equal to the level of the addiction). If the withdrawal is completed, the total penalties are recovered as per the normal recovery rules. If the character fails to complete withdrawal because he got a “fix” of the substance, all penalties are removed immediately, but the addiction level stays at its current level.

If the character falls unconscious due to hits taken, the withdrawal will continue to have effects. The character will heal 1 hit per hour of unconsciousness, and may rise to consciousness, but will suffer further loss the next day. It should be noted that a character sometimes suffers withdrawal not by choice. If a required period (1 week) passes without the victim receiving his “fix” of the substance, he must roll on the withdrawal chart for each day until he gets his “fix.”

Withdrawal Chart		
Roll	Hits Taken	Temp CO Lost
-50 or less	d10+9	d10+10
-40 – -31	d10+8	d10+9
-30 – -21	d10+7	d10+8
-20 – -11	d10+6	d10+7
-10 – 0	d10+5	d10+6
1 – 10	d10+4	d10+5
11 – 20	d10+3	d10+4
21 – 30	d10+2	d10+3
31 – 40	d10+1	d10+2
41 – 50	d10	d10+1
51 – 60	d10-1	d10
61 – 70	d10-2	d10-1
71 – 80	d10-3	d10-2
81 – 90	d10-4	d10-3
91 – 100	d10-5	d10-4
101 or more	0	d10-5

Healing

Magical healing of all sorts is handled thru the standard mechanics for spells and effects, and treated accordingly. However, in many cases, most injuries will either have magical healing unavailable or too costly in time or resources. In those cases, a character is forced to heal from wounds naturally (with or without the aid of medicinal herbs).

In all cases of natural healing, the racial recovery modifier applies. Take the calculated healing rate, and divide by the Recovery Rate for the race (dwarves heal fast, elves heal slowly).

Concussion Hits

Concussion hits represent the bruises and nicks suffered in most combats, the injuries which are non-life-threatening but cumulatively wear a warrior down. Fortunately, this sort of damage heals rapidly, based on the Constitution of the character.

While remaining fully active, no healing of Concussion Hits can take place.

Assuming 1 hour of uninterrupted rest with minimal activity (eating, drinking, study, but no travel), a character will heal (CO/2) Concussion Hits per hour. By the GM's option, this can be pro-rated across the hour if only a partial rest is available.

Assuming a full night's sleep (typically 8 hours), this healing rate is increased to (COx6) per night. Again, this can be pro-rated at the GM's option if the sleep is interrupted.

Stun

Rounds of accumulated stun heal naturally according to the combat mechanics, and are not modified by racial recovery rates.

Critical Injuries

Critical injuries are serious wounds that impart a continuing penalty on the character. In most cases, the nature of the wound will be indicated by the critical description, but by default all wounds are considered "muscle" damage unless specified otherwise. Other wound types include Burns, Bone, Skin/Tissue, Head, and Organ wounds

In addition to the category of wound, Critical Injuries also have a severity. A penalty of -1 to -20 is a "Light" wound, -21 to -50 is a "Medium" wound, and -51 or worse is considered a "Severe" wound. In addition, any fracture with an unspecified penalty is a "Medium" wound, and any wound which destroys an organ or renders it useless for more than 1 day is "Severe".

Following combat, when wounds are checked and first aid is performed, a given Critical Injury can be diagnosed to determine its approximate healing time. For each separate injury, roll 1d100 OE and add COx3. Refer to the following charts for the number of days to fully heal that specific wound.

If a character has suffered multiple injuries, they all heal at the same rate, but slower than each independently. Calculate the healing time for each injury separately. Start with the highest time, and add half the next highest. Half the next highest (quarter) and add, and so forth until all wound are accounted. This total healing time is the time to recover all penalties back to 0.

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Healing Recovery Table									
	Burns			Bone/Shatters			Skin/Tissue		
d100+COx3	Light	Med	Sev	Light	Med	Sev	Light	Med	Sev
0 or less	7	21	50	28	56	91	5	25	40
1-20	6	18	40	21	42	70	4	20	35
21-40	5	16	35	15	30	55	3	16	30
41-60	4	14	28	10	20	40	2	12	25
61-80	3	11	22	6	12	25	1	8	20
81-100	2	9	18	4	8	15	1	6	15
101+	1	7	14	3	5	10	1	5	10
	Head Wounds			Organ Damage			Muscle/Tendon		
d100+COx3	Light	Med	Sev	Light	Med	Sev	Light	Med	Sev
0 or less	13	78	130	13	65	130	11	44	88
1-20	10	60	100	9	45	90	7	28	56
21-40	7	42	70	6	30	60	6	24	44
41-60	5	30	50	4	20	40	4	16	32
61-80	3	18	30	3	15	30	3	12	24
81-100	2	12	20	2	10	20	2	8	16
101+	1	6	10	1	5	10	1	4	8

First Aid

First Aid skill can be used either during combat, or after combat to heal a variety of minor ailments. If used hastily (as in combat), it requires 2 full rounds of actions, and a Static Maneuver skill roll. If used cautiously (as in out of combat), it requires 5 full minutes of time, and a Static Maneuver skill roll with a +50 extra time bonus.

A successful Hasty First Aid maneuver allows for one of the following options:

- Reduce an actively bleeding wound by up to 5 hits/round, but limit movement to a single Move and prevent Attack actions (or the bleeding resumes)
- Heal 1d10 Concussion Hits
- Temporarily brace/bandage a Critical Injury, reducing the associated penalty by half until the end of the combat

A successful Cautious First Aid maneuver allows for one of the following options:

- Permanently halt the bleeding of a single wound (removing the action and movement restrictions)
- Heal 3d10 Concussion Hits (maximum equal to the amount of damage suffered in the preceeding combat).
- Brace/bandage a Critical Injury, reducing the associated penalty by half until the location is either injured or specifically used in a combat or stressful situation (GM's option).

Infection

Wounds that are left to heal naturally have a risk of infection. Assuming full hospitalization, this is effectively negated, but hospitals are rare during the life of an adventurer.

Using the following for a reference, the character should roll a single resistance roll versus disease whenever they receive a Critical Injury and allow it to heal naturally. Failure on this check results in infected wounds and complications as per the normal disease mechanics.

Infection Table		
Location	Disease Risk	Modifier
Hospitalized	None	None
Taverns/Towns	Lvl 1 Bubonic	+1/2 Injuries
Large Cities	Lvl 2 Bubonic	+1/2 Injuries
Wilderness	Lvl 1 Bubonic	+1/2 Injuries
Graveyards	Lvl 3 Bubonic	+1 per Injury
Sewers	Lvl 5 Bubonic	+1 per Injury
Animal Lairs	Lvl 3 Bubonic	+1 per Injury
Wound from infected creature	+lvl of Creature	
Wound from Undead	+lvl of Creature	