

# Combat Reference

Character:																
Defenses	Defensive Bonus					Movement	Pace	Per Rnd	Per Phase	Penalty/AP	Load Limit					
	+10						Dodge	Creep	11.3	2.8	--	--				
								Walk	22.7	5.7	-25 or 1 AP	207.0				
								Jog	45.3	11.3	-50 or 2 AP	138.0				
								Run	68.0	17.0	-75 or 3 AP	103.5				
	+0 0 uses						Block	Sprint	90.6	22.7	4 AP	69.0				
								Dash	113.3	28.3	4+ AP	34.5				
	Offense	Weapons and Attacks					Fum	Str	Ranks	OB	+0	-10	-25	-50	-100	Size
MA Strikes					2	-	7	70	-	-	-	-	-	-	Strikes	
Wrestling					2	-	4	40	-	-	-	-	-	-	Strikes?	
Rock Throwing					3	70	2	26	70	140	210	280	350	M	Rock	
Hit Points			Power			Endurance			Injury Definitions							
Max	120		Max	0		Skill	+80		Bleeding	Suffer # hits per round						
Max	Low	Pen	Max	Low	Pen	Fatigue (-5/per)			Breakage	Roll Breakage for affected location						
120	90	+0	0	0	+0			-10	Fatigue	Suffer additional Fatigue loss						
89	60	-10	0	0	-10			-20	Grapple	Contest of Feat of Strength						
59	30	-20	0	0	-20			-30	Hits	Suffer # additional hits						
29	0	-30	0	0	-30			-40	Penalties	-X on all checks						
-1	-79.3	Unconscious						-50	Staggered	-1 AP						
-80.3		Death						-10	Prone	2 AP to stand						
Initiative			Maneuvers Penalty					-20	Knocked Back	Forced movement						
2d10+3.3			+0					-30	Stun (-25, -50, -75)	Disoriented for 1 round						
								-40	Healing Mechanics							
								-50	Spells/Magic	Reference specific spell definitions						
Category	Skill					Ranks	Bonus		Herbs	Apply	+30 Herbalism, 1-10 rnds to prepare, 10 minutes lifespan					
Awareness	Perception					4	+21			Brew	+10 Herbalism/+20 Culinary, 20 min brew, 1 week lifespan					
Battle Expertise	Protect					1	+5			Ingest	Eaten, Nuts - 1 month, Berry - 1 day, or 1 week lifespan					
Battle Expertise	Restricted Quarters					4	+20			Liquid	+10 Herbalism, 1-10 rnds to extract, 1-10 days lifespan					
Battle Expertise	Subduing					4	+24			Paste	+0 Herbalism, 10 minutes, 1 week lifespan					
Body Discipline	Adrenal Defense					6	+55		Powder	+20 Herbalism, 5 minutes, 1 month lifespan						
Body Discipline	Adrenal Focus					0	-6		Medicine	General Recovery	BD+CO-penalty vs table to determine time					
Body Discipline	Adrenal Speed					0	-6			Organ Dressing	Light wounds, -20 Medicine, 2-5 minutes					
Body Discipline	Adrenal Strength					6	+61			Bleed, Pressure	Stops 4/rnd, +20 Medicine, immediate					
Brawn	Fortitude					6	+55			Bleed, Stitches	Light/Medium, +0 Medicine, 3 minutes/point of bleed					
Brawn	Weight Training					6	+55			Bleed, Tourniquet	no Head, -20 Medicine, 2 rounds, bleed every minute					
Combat Expertise	Blind Fighting					1	+5			Bleed, Cauterize	+30-5/bleed Medicine, 1 round, table results					
Combat Expertise	Disarm					0	-25			Bone, Splint	+20 Medicine, 2-5 minutes, limited to walk					
Combat Expertise	Footwork					6	+30			Burn, Water	+20 Medicine, 2-5 minutes, Light or Medium wnds					
Combat Expertise	Multiple Attacks					6	+36			Burn, Salve	+10 Medicine, 3-6 minutes, all wounds					
Combat Expertise	Reverse Strike					6	+36			Muscle, Splint	+0 Medicine, 2-5 minutes					
										Skin, Dressing	+30 Medicine, 2-5 minutes					
										Shock	Basic penalties, +0 Medicine, 1 hour					
										System Shock	Timed Death, +0 Medicine each round to delay					