

Quick Combat & Death Saves

1

Initiative

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

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2

Move & Combat Actions

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

3

Defense

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

4

Damage

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- A. **Weapon damage:** The damage dealt by the character is rolled by the player. Their enemies have fixed damage values, announced by the Game Master when a character suffers a hit.
- B. **Protection from Armor:** The Armor is subtracted from the weapon damage. The character's Armor is rolled by the player; the fixed value of the enemies' Armor is handled by the Game Master.
- C. **Actual damage:** The target suffers as much damage as $[Weapon's\ damage - Armor]$
- D. **Pain Threshold:** The attacker determines whether the effect if the actual damage is equal to or higher than the target's *Pain Threshold*; if so, the target is either knocked to the ground or the attacker is allowed to perform a Free Attack.
- E. **Death test:** Should the actual damage suffered be greater than the character's remaining *Toughness* the character is either incapacitated or dying. The player must make a Death test each turn to see if the character survives or dies.

A. Long weapons:

The Long weapon is allowed to make a Free Attack at first contact with one enemy that is not armed with a Long Weapon.

- B. **Surprised:** If there is any possibility of surprise, make a $[Vigilant \leftarrow Discreet]$ test to see if the target is caught off guard. The one that performs a successful surprise attack can make a Free Attack at the start of the turn against one surprised enemy.

- C. **Quick:** The combatant with the highest *Quick* starts a turn when neither Long weapons nor surprise attacks are in play.

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

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

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

A. Movement Action

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- I. **Move into melee:** To move towards an enemy in order to attack. This gives an enemy with a Long weapon a Free Attack, but not if the attacker wields a Long weapon as well.
- II. **To flank an enemy** already engaged in melee with a combatant allied to the flanking person. This gives a +2 modification to any Success test to attack, and deals +1D4 extra damage.
- III. **Move around an enemy:** A circular movement in order to reach another enemy combatant standing further away. This gives the bypassed enemy a Free Attack.
- IV. **Disengage from melee combat:** To withdraw from melee allows every engaged enemy combatant to perform a Free Attack.
- V. **Create free line of sight:** To Move in order to get an obscured enemy into your line of sight.
- VI. **Draw weapon**
- VII. **Switch weapon:** Sheath one weapon and draw another one.
- VIII. **Stand up** (requires a successful *Quick* test): Get back up on your feet after being knocked prone or otherwise falling down.
- IX. **Drink/apply elixir:** To apply an elixir to either yourself or your equipment.

B. Combat Action

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- I. **Attack:** An ordinary attack using a weapon, $[Accurate \leftarrow Defense]$
- II. **Active Ability:** An attack with, or the use of, an active ability.
- III. **First aid:** To assist someone with *Medicus* or a herbal cure, $[Cunning]$
- IV. **Additional Movement Action:** Replace your Combat Action with another Movement Action.
- V. **Pass on elixir:** To use an elixir on an ally or its equipment.

1

The character's damage looked much worse than it actually was; the character wakes up with 1D4 Toughness left. The character can act the next turn.

2-10

The character remains at death's threshold.

11-19

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

20

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

Advantage in a combat situation offers a +2 modification to the relevant Attribute when making a Success test, and attacks deal +1D4 extra damage (see page 162).

Monsters & Melee

WEAPON	DAMAGE	QUALITY	COST
Heavy Weapon	1D10		10 thaler
Bastard Sword, two-handed		Precise	50 thaler
Double-axe	1D10+1	Deep Impact	50 thaler
Heavy Flail		Jointed	50 thaler
Long Weapon	1D8	Long	3 thaler
Halberd	1D8+1	Deep Impact	15 thaler
Pike		Precise	15 thaler
Quarterstaff	1D6	Blunt	1 shilling
Projectile Weapon			
Crossbow	1D10		8 thaler
Arbalest	1D10+1	Deep Impact	40 thaler
Bow	1D8		5 thaler
Longbow		Precise	25 thaler
10 arrows or bolts			1 thaler
Single-Handed Weapon	1D8		5 thaler
Crow's Beak	1D8+1	Deep Impact	25 thaler
Fencing Sword		Precise	25 thaler
Flail		Jointed	25 thaler
Shield	1D4		3 thaler
Buckler		Flexible	15 thaler
Steel Shield		Balanced	15 thaler
Short Weapon	1D6	Short	1 thaler
Parrying Dagger		Balanced	5 thaler
Stiletto	1D6+1	Deep Impact	5 thaler
Throwing Weapon	1D6		2 thaler
Spear Sling	1D6+1	Deep Impact	10 thaler
Unarmed Attack	1D4	Short	—
Battle Claw	1D4+1	Deep Impact	1 thaler

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

QUALITY	LEVEL	p 201
Terrify	I Active. Gaze [<i>Resolute</i> < <i>Resolute</i>], otherwise Actions = backing away	
	II Active. Shriek [<i>Resolute</i> < <i>Resolute</i>], otherwise Actions = backing away	
	III Active. As above, but flees if possible, cowers defenceless if not	
Undead	I Passive. No pain, disease, poison, heal. Drink 1 for 2 <i>Toughness</i> gain.	
	II Passive. Half damage: physical attack, full: mystical ignoring armour	
	III Passive. Half damage: mystical/alchemical, full: magical/holy	
Web	I Passive. [<i>Quick</i> < <i>Cunning</i>] or stuck; [<i>Strong</i> < <i>Cunning</i>] to free. No move	
	II Active. As above, but can throw as a net	
	III Active. Web is alive and obeys creator, with both I and II as powers	
Wings	I Passive. Can fly as movement and avoid Free Attacks when passing	
	II Passive. Can hover out of reach of melee, does not count as Action	
	III Passive. Can make half move before and after attack, unengaged	

QUALITY	DESCRIPTION	p 152
Balanced	Weapon provides +1 in Defense	
Blunt	Lacking an edge, weapon uses one (1) Effect Die lower than standard	
Cumbersome	Limitation is one point higher than usual due to difficulty moving	
Deep Impact	Quality makes weapon more effective, dealing +1 extra damage	
Flexible (weapon)	Armor is less impeding: L/M/H (0/1/2)	
Flexible (shield)	Using a Flexible shield allows the warrior to use both hands freely	
Impeding	Penalising Defense, sneaking and powers: L/M/H (-2/-3/-4)	
Jointed	Even if parried, hit lands on an odd number roll, dealing 1D6 damage	
Long	Offers a Free Attack against a new melee opponent w/o Long weapon	
Precise	+1 to attack tests	
Short	Easily concealed, drawn as Free Action, usable for Feint and Backstab	

QUALITY	LEVEL	p 198
Acidic Attack	I Reaction. Weak acidic attack dealing 3pts/3 turns [<i>Cunning</i>]	
	II Reaction. Moderate acidic attack dealing 4pts/4 turns [<i>Cunning</i>]	
	III Reaction. Strong acidic attack dealing 5pts/5 turns [<i>Cunning</i>]	
Acidic Blood	I Reaction. Weak acidic spray: 3pts/3 turns [<i>Defense</i> / <i>Cunning</i>]	
	II Reaction. Moderate acidic spray: 4pts/4 turns [<i>Defense</i> / <i>Cunning</i>]	
	III Reaction. Strong acidic spray: 5pts/5 turns [<i>Defense</i> / <i>Cunning</i>]	
Alternative Dmg	I Passive. Deals 3pts to non-Toughness attribute, ignores armor	
	II Passive. Deals 4pts to non-Toughness attribute, ignores armor	
	III Passive. Deals 5pts to non-Toughness attribute, ignores armor	
Armored	I Passive. 2pts non-impeding non-stackable armor	
	II Passive. 3pts non-impeding non-stackable armor	
	III Passive. 4pts non-impeding non-stackable armor	
Corrupting Atk	I Passive. Attack inflicts 1D4 temp Corruption on a wound	
	II Passive. Attack inflicts 1D6 temp Corruption on a wound	
	III Passive. Attack inflicts 1D8 temp Corruption on a wound	
Enthrall	I Active, Gaze [<i>Resolute</i> < <i>Resolute</i>], otherwise Action = helpless	
	II Active, Song [<i>Resolute</i> < <i>Resolute</i>], otherwise Action = nothing	
	III Active. [<i>Resolute</i> < <i>Resolute</i>], repeat. Helpless until save or harm	
Gravely Cold	I Free. <i>Resolute</i> test each turn to act, else paralyzed	
	II Free. As above, plus 2 damage to those affected, ignoring armor	
	III Free. As above, except [<i>Resolute</i> < <i>Resolute</i>] test	
Manifestation	I Free. Manifest for one turn. Can hurt and be hurt physically	
	II Free. As above, for a scene, with weapons and armour as in life	
	III Free. As above, but can control shift from manifest to spirit form	
Natural Wpn	I Passive. Deals 3pts instead of 2pts, can be used to <i>Backstab</i>	
	II Passive. As above, but deals 4pts of damage	
	III Passive. Deals 5pts of damage and counts as <i>Long</i>	
Poisonous	I Passive. Weak poison on damage, deals 2pts/2 turns [<i>Cunning</i>]	
	II Passive. Moderate poison on damage, deals 3pts/3 turns [<i>Cunning</i>]	
	III Passive. Strong poison on damage, deals 4pts/4 turns [<i>Cunning</i>]	
Poison Spit	I Passive. Weak poison attack dealing 2pts/2 turns [<i>Cunning</i>]	
	II Passive. Moderate poison attack dealing 3pts/3 turns [<i>Cunning</i>]	
	III Passive. Strong poison attack dealing 4pts/4 turns [<i>Cunning</i>]	
Regeneration	I Passive. Regenerate 2 <i>Toughness</i> per turn	
	II Passive. Regenerate 3 <i>Toughness</i> per turn	
	III Passive. Regenerate 4 <i>Toughness</i> per turn	
Robust	I Passive. Ignores 2pts dmg/hit, +2 dmg once/turn, <i>Defense</i> [<i>Quick</i> -2]	
	II Passive. Ignores 3pts dmg/hit, +3 dmg once/turn, <i>Defense</i> [<i>Quick</i> -3]	
	III Passive. Ignores 4pts dmg/hit, +4 dmg once/turn, <i>Defense</i> [<i>Quick</i> -4]	
Spirit Form	I Passive. Immaterial. Cannot cross water. Half dmg, normal weapons.	
	II Passive. As above, but all weapons cause only half damage	
	III Passive. As above, only mystical/magical weapons harm, half damage	
Swarm	I Special. Half damage from all attacks. Flee at half <i>Toughness</i>	
	II Special. As above, but flee if one hit exceeds Pain Threshold	
	III Special. Quarter damage from all attacks. Flee only based on choice	

Situations, Conditions & Corruption

SITUATION	SYSTEM	p 101
Strike an adversary	[Accurate+Defense]	
Pin an adversary down at range	[Accurate+Strong]	
Figure out an adversary's password	[Cunning+Cunning]	
Target artillery on an evading enemy	[Cunning+Quick]	
Administer a sufficient dose of poison	[Cunning+Strong]	
Target artillery on an unsuspecting enemy	[Cunning+Vigilant]	
Avoid an adversary's strike	[Defense+Accurate]	
Sneak up on a guard	[Discreet+Vigilant]	
Surprise someone in combat (to get <i>Free Attack</i>)	[Discreet+Vigilant]	
Mark an unsuspecting target	[Discreet+Vigilant]	
Hide a Mark of Corruption	[Discreet+Vigilant]	
Persuade an adversary	[Persuasive+Resolute]	
Pretend to recite the incantation of Prios at service	[Persuasive+Vigilant]	
Dodge a ball	[Quick+Accurate]	
Avoid a hunter's snare	[Quick+Cunning]	
Defend against attack	[Quick - Armor's Impeding]	
Deflect physical strike with an object	[Resolute+Accurate]	
Sense you're watched from afar	[Resolute+Discreet]	
Blast an enemy with a stream of fire	[Resolute+Quick]	
Enchant an enemy	[Resolute+Resolute]	
Overcome an enemy's enchantment	[Resolute+Resolute]	
Confuse an enemy	[Resolute+Resolute]	
Overcome fear of an approaching menace	[Resolute+Resolute]	
Hold an enemy with a magical snare	[Resolute+Strong]	
Concentrate through the pain	[Resolute+Weapon Damage]	
Force open a triggered trap	[Strong+Cunning]	
Grapple with an adversary	[Strong+Strong]	
Knock an adversary to the ground	[Strong+Strong]	
Hide a wound from a suspicious drill sergeant	[Strong+Vigilant]	
Enemy sneaks up on a character	[Vigilant+Discreet]	
Notice the fleeting signal of an enemy	[Vigilant+Quick]	
Keep an enemy ensnared with a whip or lasso	[Vigilant+Strong]	
Get close to a hidden trap	[Vigilant+X], X = trap's difficulty	

ATTRIBUTE	EXAMPLE ACTIONS	p 100
Accurate	Hand-eye coordination, hit antagonist with a melee weapon	
Cunning	Recollect facts, draw conclusions, complete research	
Discreet	Avoid detection, sneak, smuggle, trail person, pick pockets	
Persuasive	Influence others, lead, rally, convince	
Quick	Balance, climb, avoid being hit, sprint, gain initiative	
Resolute	Succeed with or resist spells, resist influence, exert willpower	
Strong	Withstand damage, fight disease, survive poisoning, feats of strength	
Vigilant	Spot concealed item, avoid ambush, sense danger, notice trail	

ACTIONS THAT INFLECT TEMPORARY CORRUPTION	p 176
Using a mystic power or ritual: 1D4 temporary Corruption	
Using tainted artifacts: varies, but mostly 1D4 temporary Corruption	
Damage from certain abominations	
Davokar's taint can cause 1D4 or 1D6 temporary Corruption per day or hour	

MARKS OF CORRUPTION				p 176
1: Veins blacken with strong emotion	6: Sight degenerates, eyes cloud over	11: Boils erupt in mouth, nose or throat	16: Skin sensitive to daylight; burns easily	
2: Dark streaks taint running blood	7: Hungers for cadavers, else starves	12: Grows fangs, talons, tusks; bestial look	17: Eyes glitter in the dark; clouded by day	
3: Cold as a corpse or feverish hot	8: Skin becomes an unearthly color	13: Unholy and obvious birthmark appears	18: Develops lesions, blemishes, rashes	
4: Utters evil-sounding words while sleeping	9: Thirsts for warm blood, else thirsts	14: Breath stinks of sulfur	19: Skin becomes rough and gnarly	
5: Sleepwalks to places of evil or corruption	10: Recent wound festers, will not heal	15: Hair turns a strange and vivid color	20: Nose or ears melt away or fall off	

QUALITY	DESCRIPTION	p 161 / 177
Fighting Blind	Roll for attack twice, pick worst result	
Fight the Blinded	Roll for attack twice, pick best result	
Disengage Melee	On initiative, costs Movement Action, enemy gains Free Attack	
Use/Apply Elixir	Upon oneself, Movement Action, upon another, Combat Action	
First Aid	Upon another, Combat Action, herbal cure plus <i>Medicus</i> or power	
Stand Up	Test <i>Quick</i> to rise in Movement Action, else use Entire Turn	
Line of Sight	If reaching target would trigger Free Attack from another, no LOS	
Shield	+1 to <i>Defense</i> , cannot use Ranged/Heavy, no reach with Long weapon	
Flanking	Offers a Free Attack against a new melee opponent w/o Long weapon	
Falling Damage	Dmg = meters, Armour protects, soft = -5 meters, <i>Quick</i> = -3 meters	
Acid Damage	Dmg / turn, must penetrate Armour, clean: Combat action, <i>Cunning</i>	
Poison Damage	Dmg / turn, unaffected by Armour, neutralize: antidote, <i>Cunning</i>	

QUALITY	DESCRIPTION	p 178
Instant Kill	Attack with damage equal or greater than target's <i>Pain Threshold</i> and reduces Toughness to 0 will kill outright	
Critical Damage	When a character or enemy suffers damage that surpasses their <i>Pain Threshold</i> , tests roll twice, picking worst result, until recovery or heals at least 1 (one) <i>Toughness</i>	
Re-roll Experience	Once / Action, re-roll a test at a cost of one Experience point	
Re-roll Corruption	Once / Action, re-roll a test at a cost of one permanent Corruption	
Perfection	Rolling a 1, attack: +1D6 damage, defense: Free Attack	
Fumbles	Rolling a 20, attack: enemy Free Attack, defense: enemy +3 dmg	

SEVERITY	MOD	EXAMPLE ACTIONS	p 101
Piece of Cake	+5	Find a fence in Thistle Hold	
Routine	+3	Win a game of dice against intoxicated mercenaries	
Forgiving	+1	Follow baiagorn tracks in Bright Davokar	
Normal	0	Smuggle illegal goods past Thistle Hold's gatekeepers	
Grueling	-1	See through a lindworm's promises	
Challenging	-3	Decipher a complex encoded message	
Severe	-5	Defuse a trap set by an expert hunter or master thief	
Absurd	-8	Find an honest fence in Thistle Hold	

TAINT	CORRUPTION	EFFECTS	p 176
Blight-stricken	Total 1 or more	Detectable with <i>Witchsight</i> and rituals like <i>Holy Smoke</i> . If temporary, fades at scene end.	
Blight-marked	Threshold reached (<i>Resolute</i> /2)	Character develops Stigma (choose or roll). Stigma will heal after a day. Permanent Stigma remain until permanent Corruption reduces.	
Abomination	<i>Resolute</i> reached (totally corrupt)	Character becomes a non-player character. No known ritual can save character.	

ACTIONS THAT INFLECT PERMANENT CORRUPTION	p 176
Binding an artifact to oneself to be able to use its power: 1 Corruption	
Learning a mystic power or ritual without protection from Tradition: 1 Corruption	
Character's total Corruption reaches Threshold during a scene: 1D4 Corruption	
Entering the darkest depths of Davokar and similar locations: 1D4 Corruption or more	