

Special Manoeuvres

Acting Fast: increase initiative by X; suffer X maluses.

Charge: target a non-engaged enemy; make a running[athleticism] test: add 3 steps for every success; if the target is reached, make an immediate melee attack; the damage roll get 1 bonus die per success scored on the running[athleticism] test; provokes retaliation.

Defensive Stance: make an *any*[melee combat] test; can save the success to oppose attacks later in the round; cannot be used to score hits.

Dodge Roll: chose a destination; make an acrobatics[grace] test; move 1 step per success towards the destination; if the destination is not reached, end up prone; every hit scored grants a malus to ranged attacks until the end of the round; provokes retaliation; cannot defend against retaliations; retaliations suffer 1 malus per hit scored on the acrobatics[grace] roll.

Grab: in close range, spend 1 hit from a brawling[melee combat] attack; enter grappling mode.

Improvised Weapons: very light: no malus, strength damage; light: no malus, strength + 1 damage; medium (one-handed): 1 malus, strength + 3 damage; medium (two-handed): no malus, strength + 5 damage; large (two-handed): 1 malus, strength + 7 damage.

Inspire: make a persuasion[influence] test; for every success, reduce an ally's afraid condition by 1; if an ally's afraid condition is cleared, spirit points are gained instead; provokes retaliations.

Intimidate: intimidation[influence] test opposed by an ego[resilience] test (as a free reaction); every hit aggravates the afraid condition of the target; the condition can be reduced by an ego[resilience] test (as an action; difficulty level = severity; each hit reduces condition by 1); provokes retaliations.

Kick-Up: must be prone; make an acrobatics[grace] test; every success reduces the cost of getting up by 1 step; provokes retaliations.

Lucky Break: when receiving damage, make a luck[luck] roll (as a free action); difficulty level = damage roll's hits; every hit negates the damage by 1; damage is sent to armour (reduce the piercing, slashing and bludgeoning rating by 1 per damage negated) or to the weapon used to defend (it is destroyed).

Prone: 1 step of movement to get prone; while prone: every step of movement counts for double, count as 1 size category smaller against ranged attacks, 1 additional malus when fighting standing opponent; half of the character's movement to get up; kick-up: make an acrobatics[grace] test; every success reduces the cost of getting up by 1; provokes retaliations.

Reassess the Situation: reroll initiative; provokes retaliations.

Shield Wall: must wield a shield 2+ trait weapon; the shield trait increases by 1 for every adjacent ally joining the shield wall.

Shrug Off Wounds: roll resist pain[toughness]; difficulty level = average for the first injury box, increases 1 step per additional injury box checked on a targeted minor injury; every hit unchecks 1 injury box; provokes retaliations.

Skewer: in close range, spend 1 hit from a melee attack with a slashing or piercing weapon against a grappled opponent; damage ignores armour.

Snipe: delay a ranged attack until a chosen trigger; the attack suffers maluses equal to the difference between the character's initiative and the initiative when the attack is triggered.

Tactical Planning: make a tactics[acumen] test; every success allows an ally to change initiative by 1; provokes retaliations.

Taunt: make an insult[influence] test opposed by a detect motive[influence] (as a free reaction); every hit aggravates the target angry condition by 1; the taunted can reduce his angry condition by making a detect motive[influence] test (as an action; difficulty level = condition's severity; every hit reduce the condition by 1); provokes retaliations.

Throwing Objects and Non-Ranged Weapons: tiny: no malus, no damage, 10 metres range increment; small/close-range weapons: no malus, strength damage, 10 metres range increment; medium/medium-range weapons/long-range weapons: 1 malus, strength +1 damage, 3 metres range increment; large (two handed)/weapons with shield 2+ trait: 1 malus, strength + 3 damage, 3 metres range increment; damage type: bludgeoning; +1 hit: piercing and bludgeoning weapon can do their regular damage; +3 hits: slashing weapons can do their regular damage.

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Grappling

Initiate: use the grab manoeuvre.

Restrictions:

- Grappler and grapplee have their movement speed reduced to 0; the grappler can move with the grapplee with the drive control effect.
- No strength or agility-based non-free actions or reactions can be performed outside of brawling[melee combat] ones done against the grappler(s)/grapplee.
- The grapplee cannot spend hits on damage dice or control effects before spending 1 hit to become the grappler.

Control Effect:

1 hit:

- **Release:** End the grapple.

3 hits:

- **Throw:** Make the grapplee prone; end the grapple or go to the ground with the grapplee.

- **Choke:** The choked character must make a breath holding[resilience] test; the difficulty level begins at routine and increases by 1 step for every consecutive round he has been choked. On a failure, the choked character's stunned condition is aggravated by 1.

Multiple Grapplers: each additional grappler grants a bonus die to other grapplers for their brawling[melee combat] attacks against the grapplee.

Weapon Manoeuvres

Entangle (X)/(X/Y): the target suffers X maluses on all non-free actions/reactions; target's movement speed reduced to 0; the target can free himself with a brawling[melee combat] test (as an action; difficulty level X); X (or Y if present) must be paid each round to maintain the effect.

Half-Swording (X): grab the weapon with two hands; can make piercing damage one step closer than the usual range.

Hook (X): trap an opponent weapon; imposes X maluses on every action/reaction using the trapped weapon; using the hooking weapon or scoring hits with the trapped weapon negates the malus.

Murder-Stroke (X): grab the weapon with two hands; cause bludgeoning damage using the piercing damage dice.

Trip (X): Make the target prone.

Weapon Traits

Brace (X): use when retaliating/defending against a charge; the roll suffers an X maluses; if hits are scored, they must be used for damage dice; 1 bonus dice for every success scored on the charger's running[athleticism] test is added to the damage roll.

Brute Force Reload (X): reload the weapon with a lifting[athleticism] test (difficulty level = X).

Dextrous Reload (X): reload the weapon with a sleight of hand[dexterity] test (difficulty level = X).

Loud (X): using the weapon in a confined space aggravate the stunned condition of every character present by X; resisted by a resist shock[toughness] test (as a free reaction); also has a noisy trait at the same level.

Noisy (X): A hidden characters using the weapon has his stealth score reduced by X.

Ready to Shoot: no malus incurred from using the snipe manoeuvre.

Reload (X): between uses of the weapon, X successes must be scored with the weapon's skill.

Shield (X): can add X bonus dice to an attack of defence made with the weapon, but the cost of the first damage die is increased by X; also offer cover: shield 1 = no cover, shield 2 = partial cover, shield 3 = adequate cover.

Strapped (X): the cost of disarming the weapon is increased by X; the weapon cannot be dropped as a free action; X success must be scored on a sleight of hand[dexterity] test to drop the the weapon (provokes retaliation).

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Notable Moments

Change of Tempo: Gain 1 ExP in a skill used.

Change of Scene: Check one virtue enacted; stunned condition is cleared.

Change of Day: Resist fatigue[resilience] test for lack of sleep; Resist hunger[resilience] test for lack of food.

Full Night of sleep: Gain 1 experience point in an attribute spirit has been spend on.

ExP = 3(Rank + 1): Increase rank by 1; bring ExP back to 0.

3 Skills in a Family with 1+ Rank: Increase the family's rank by 1; reduce the 3 skills' ranks by 1.

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Sleep

Rest: Every day a resist fatigue[resilience] must be made; if the character had 8 hours or rest (not necessarily consecutive), the difficulty level is routine; the difficulty increase by one step for every hour of sleep missing.

Malus: 1 malus for each: no shelter, no heat in the cold, extreme heat, noisy environment, bright light, wet clothes or bedding, rigid armour, uncomfortable location, recent high-adrenaline situation, considerable interruption.

Bonus: A bonus die for each: extra hours of sleep, sleeping in one's own bed, very comfortable bed, good company.

Failure: Every missing success aggravates the tired condition by 1; if the condition is at its maximum, injury boxes are thicked instead.

Success: Every hit reduces the tired condition by one; if the condition is completely cleared, spirit points are regained instead.

Full Night of Sleep: A character regaining spirit from sleep is said to have had a full night of sleep.

Merrymaking

Playing Music/Singing: Test: music[arts], assisted(halved), extened (10 minutes/roll); musical instruments grant 1 bonus die; participants and audience reduce the angry or afraid condition by 1 per success; if both condition are cleared, regain spirit instead.

Dancing: Test: dancing[arts], assisted(halved), extended (10 minutes/roll); must have music; participants reduce the angry or afraid condition by 1 per success; if both condition are cleared, regain spirit instead. Audience memebers can do the same for every 3 successes.

Poetry recital: Test: poetry[arts], extended (3 minutes/roll); difficulty level: easy with reading material, hard otherwise; audience members reduce the angry or afraid condition by 1 per success; if both condition are cleared, regain spirit instead

Feasting: Test: cooking[arts], assisted(halved), 1 hour; must have appropriate cookware and ingredients; fancy ingredients and spices grant bonus dice; difficulty level = number of people to feed; people eating clear their hungry/thirsty condition and regain 1 spirit points per hit.

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Successes

3+: 1 success
6+: 2 successes
9+: 3 successes
12+: 4 successes
15+: 5 successes
18+: 6 successes
N+: N/3 successes

Difficulty Level

-1. Routine: 0+ success
0. Easy: 1+ success
1. Average: 3+ successes
2. Challenging: 6+ successes
3. Difficulty: 9+ successes
4. Heroic: 12+ successes

Malus

1-3: Malus dice (d4s)
4-6: Negative Sucesses
7-9: Spirit Points Drain
10+: Injury Boxes checked

Spirit to Bonus Dice

1 spirit point = 1 bonus die

Size Categories

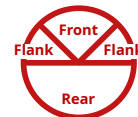
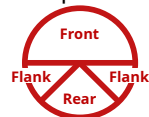
Miniscule: 3cm/30g
Tiny: 10cm/300g
Little: 30cm/3kg
Small: 1m/30kg
Medium: 1.75m/100kg
Large: 3m/1 Mg
Huge: 10m/10 Mg
Colossal: 30m/300x10³ kg
Monumental: 100m/10x10⁶ kg
Strength Opposed Rolls: Larger character's strength is increased by 3 per size category difference.

Flanking & Rearing

Flanking: 1 bonus die
Rearing: 3 bonus dice

Helmet

No/Open-face Close-face



Melee Ranges of Attack

Close: arm reach (unarmed, daggers)

Medium: 1 step away (swords, axes)

Long: 2 steps away (spears, polearms)

1 malus for every step outside of the weapon's range of attack.

Control Effects

1 Hit

Shift: move one step without retaliation.

Push: move the opponent 1 step back.

Exhaust: reduce the oponent's spirit by 1.

Stagger: reduce opponent's initiative by 1.

Off-Hand Strike: make an attack with a second weapon with 1 die. Limit to the number of dice granted by the skill of the second weapon.

3 Hits

Drive: move the opponent 1 step back, you choose the exact direction.

Disarm: the opponent's weapon falls at his feet. +1 hit: the weapon flies 1m in a random direction.+1 hit: cut the random direction in half.

Ranged Attacks

Difficulty Level begins at **routine**.

Distance: every time the range increment is passed: difficulty +1 step.

Cover/Concealment: limited: difficulty +1/+0 step, adequate: +1/+2 steps, near complete: +2/+3 steps.

Size: every size smaller: difficulty +1 step.

Dodging: the target's succeses are added to the difficulty.

Damage Dice

Attacker: 1 hit per die / **Defender:** 3 hits per die.
Damage roll opposed by the armour ot the target.

Major Injuries

Piercing: bleeding condition +1.

Slashing: bleeding condition +2.

Bludgeoning: stunned condition +1 per hit.

Tempo

Action: In initiative; 10 rounds/in-game minute.

Interaction: As close to real-time as possible.

Transition: Time skip or extended tasks.

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