

## Attack Manouvres

### 1. Basic Attacks (1 AP) (+/-RWV)

#### Normal Attack

Roll: Agi (Combat Skill)

#### Double Attack

2 Rolls with Agi (Combat Skill -2)

Attack with 2 weapons simultaneously. A single target can only defend against the better roll.

#### Cleaving Attack

Roll: Agi (Combat Skill -3)

Single attack that will hit 2 neighbouring targets.

#### Thundering Attack

Roll: Agi (Combat Skill)

Deal damage to armor /weapons.

### 2. Aimed Strikes (1 AP) (+/-RWV)

#### Debilitating Strike

Roll: Agi (Combat Skill -X)

For every 2 points difficulty:

- Target gets PRONE & loses 3 Initiative,
- Target gets STUNNED (1),
- Target gets CRIPPLED (1).

#### Disarming Strike

Roll: Agi (Combat Skill -X)

Target pass a Roll of Str (Blocking -X), or it loses its weapon.

#### Feint

Roll: Agi (Combat Skill -X)

Increases Difficulty of all Defence Manouvres against this attack by X.

#### Hit Weakpoint

Roll: Agi (Combat Skill -X)

Attack deals +X Damage.

### 3. Initiative GRAPPLE (1 AP)

Roll: Agi (Unarmed Combat +/-RWV)

Forced target into GRAPPLE. You can now use Choke Manouvres. Success+ deals Choke damage. You become controller of the grapple\*.

### 4. GRAPPLE: Choke (1 AP)

Roll: Agi/Str (Unarmed Combat)

Target cannot defend against this.

### 5. Attack Series (2 AP) (+/-RWV)

Up to 5 consecutive attacks (n).

n Rolls: Agi(Combat Skills -(n-1) )

Each attack increases in difficulty. First one rolls against Diff -0. The attack series is cancelled as soon as an attack misses.

### 6. Psychological Combat (1 AP)

Manouvre types: Attack /defence / mobile.

#### Motivate

Roll: Cha(Leadership)

{Success} Allies get MOTIVATED (1) on the chosen type of Manouvre

#### Demotivate

Roll: Cha/Str(Intimidate -X)

All Enemies within X\*5m (min 1,5m) get Demotivated on chosen Manouvre type, Will(Resilience) defends against this.

### 7. Charging (-RWV of the enemy)

Attack Manouvre + Mobile Manouvre

Target needs to be at least 3m away.

#### Lunge (1 AP)

Roll: Agi (Combat Skill)

You move up to Agi\*1,5m.

#### Bull Rush (1 AP)

Roll: Str (Unarmed Combat) vs

Str (Resilience)

You move up to Agi\*1,5m and then apply effect of „Throw“ Manouvres.

#### Heavy Charge (2 AP)

Roll: Agi (Combat Skill +2)

Turns your RWV into Bonus damage.

You move up to Agi\*3m.

### 8. Spellcasting (X AP)

Roll: Will (Magic Skill -Spell Level)

Additional modifiers might apply.

### 9. Throw (1 AP)

Attack Manouvre + Defensive Manouvre

Roll: Agi (Unarm. Combat +/-RWV, -BE)

Damage (Your Str + End of enemy), DS 3

You throw the enemy Str\*1m.

## Defensive Manouvres

### 1. Dodging (-BE)

#### Side Steps (1+ AP)

n Rolls: Agi (Footwork -BE, -(n-1) )

Avoid multiple melee Attacks.

Each dodge increases in difficulty.

- 1 Success+ get into HAND-2-HAND,
- 1 Success+ gets out of HAND-2-HAND.

#### Disengage (1 AP)

Roll: Agi (Footwork -BE, -2)

Dodge a melee attack and move.

On success, move Agi\*1,5m.

#### Get into Cover! (1 AP)

Roll: React(Dive +0)

Avoid ranged attacks or Combat Magic Spells.

Even if unsuccessful, move Agi\*1,5m

### Parrying (+Shield Bonus (SB) )

#### Blocking (1+ AP)

n Rolls: Agi (Block +SB, -n)

Block Melee or Ranged attacks.

Each Block increases in difficulty.

Success+ against Melee attacks:

- X Success+, apply „Disarming Strike (-X)“,
- 1 Success +, enter HAND-2-HAND,
- 2 Success+, initiate a GRAPPLE.

#### Riposte (1+ AP)

n Rolls: Agi (Block +SB, -2, -n)

Wielding 2 Weapons grants +1 to Riposte.

Success+ count als „Normal Attack“.

Each Riposte increases in difficulty.

### 2. Gain Grapple Control (1 AP)

Roll: Agi (Unarmed Combat) vs

the Attack Manouvres of the Controller, or vs. Agi/Str(Unarmed Combat)

Try to become the controller of the grapple and defend yourself against attacks from the controller.

## Mobile Manouvres

### 1. Move (1 AP)

Move Agi\*1,5m.

Roll: Agi (Athletics +0 -BE)

Each success increases distance by 1,5m.

### 2. Run (1 AP and 2 TP)

Run Agi\*3m.

Roll: Agi (Athletics +0 -BE\*2)

Each success increases distance by 3m.

Runners are by 2 harder to hit.

### 3. Aim (1+ AP)

For each AP spent, aim at a target and gain +2 bonus to your next Attack Manouvres versus the target.

### 4. Reload (X AP)

Spend X AP and reload the weapon or magazine. The AP spent do not have to be consecutive.

### 5. Use Item (1 AP)

The Character takes out an item, stashes an item, changes weapons, drinks a potion, activates an artifact etc.

### 6. Remove Status (1 AP)

## Free Action(s)

### 1. Stand Up / 1,5m Step

You cannot disengage from HAND-2-HAND combat via the 1,5m step.

### 2. Use Item

See Mobile Manouvres.

### 3. End Grapple\*

### 4. Shout!

### 5. Increase Initiative

Roll: Int (Tactics) and increase Initiative your by 1.

## Conditions

### Stunned (X Turns)

Will ( Resilience -Damage), or -X AP for X Turns. If AP drops to 0, target is UNCONCIOUS.

### Bleeding (X Turns Turns)

If a target takes damage from „Bleeding (X)“ attacks, it SUFFERS X TP/LP damage, for X Turns. Each additional damaging and „Bleeding“ attack increases X by one.

### Burning (X Runden)

If a target is hit by a „Burning (X)“ attack, it TAKES X T (thermal) damage for X Turns. Armor protection is applied as normal. Damage reduces by 1 each Turn.

### Demotivated (X)

Target takes an increased difficulty of X on a specific Manouvres type. After a Manouvres of the type has been concluded the status is gone.

### Freezing (X Turns)

If the Target takes damage from a „Freezing(X)“ attack, it SUFFERS -1 to all physical attributes for X Turns and loses 4 points of Initiative (to a min of 1.)

### Prone

Target suffers RWV -1, but it is by 2 harder to hit for ranged attacks. It costs a **free action** to get up, or all movement is halved.

### Motivated (X)

Target gets X temporary Re-Rolls on a specific Manouvres Type. This Status persists for one scene.

### Unconscious (X Turns)

The target skips the next X Turns. They are completely helpless and drops hand held items in its hands.

### Panicked (X Turns)

The Target can only conduct Defensive or Mobile Manouvres for X Turns. Their main goal is to seek safety from danger. At the end of each turn, roll **Will (Resilience -X)** to remove the Status earlier.

### Shocked (X Turns)

If the target takes damage from „Shock“ attacks, it takes a Malus of -2 points to Agility and Strength for X Turns. (To a min. of 1)

### Bleeding Out

If the target reaches 0 LP it starts bleeding out, then it loses on 1 LP every 2 Turns. If you reach -Endurance in LP, it dies.

### Poisoned

If: Tox. > Tox.C. then the target is poisoned. Poisoned targets suffer the following:

1. *They do not regen TP /LP via resting*
2. *Perception - 1*
3. *Magic Healing is halved*
4. *They start SUFFERING Toxic Damage*

### Badly Poisoned

If: Tox. > Tox.C.\*2 then target is badly poisoned. Badly Poisoned targets suffer additionally the following:

1. *Perception - 1*
2. *Magic Healing reduced to 0.*
3. *Agility & Strength -1*
4. *Roll: End(Resilience -3) or Unconscious (1)*

### Crippled (X Turns)

if the Target takes Damage from a **Cripple Attack Manouvre** it takes a penalty of X attribute points on **Str** or **Agi**, as long as it has been healed by X amount of points. Attributes cannot drop below 1.

## Visibility

Weather Conditions	Visibility
Perfect	total
Morning Mist	1000m - 300m
Thicker Mist	300m - 50m
Sand / Snow	50m - 10m
Heavy Fog / Sandstorm	10m - 1m

Light Conditions	Visibility
100% Daylight	total
75% Dawn	1000m - 300m
50% Twilight	300m - 50m
25% Only Torchlight	50m - 5m
0% Total Darkness	1m - 0m

### Dark Vision (X Meters)

Character with this gift are able to ignore up to 75% darkness within the prompted range. After that, the visibility lowers by 25% per 10 Meters. Which means, even after 30m over their range, those characters cannot see anything any more.

## Toxicity

### Toxic Capacity

Endurance equals the Toxic Capacity. If this limit is reached, the target gets POISONED. If the limit is exceeded by twice the capacity, it is BADLY POISONED.

### Toxic Damage

At the end of each Hour, the poisoned SUFFER Damage equal to their Toxicity > Tox.C

### Toxic Duration

The effects of Poisons and Illnesses end with their duration. However if they cause Toxicity, this stays until healed normally.

## Weapon Ranges

### Weapon Range Advantage (RWV)

RwV is always calculated between two combatants: The difference affects Attacks Manouvres: a positive RWV makes them easier, a negative one makes them harder.

If characters are in HAND-TO-HAND combat, the RwV between them becomes reversed.

### Range Modifiers

#### Optimal Weapon Range

- 2 Target is in close combat with you
- +2 Target within 25% Weapon Range
- +1 Target within 50% Weapon Range
- 0 Within Weapon Range
- 2 Per 25% above Weapon Range

#### Cover (can be reduced by 1:1 through DS)

- 2 Target has 25-% Cover
- 4 Target has 50-% Cover
- 6 Target has 75-% Cover

#### Light/Weatherconditions

- 1 75-% Visibility
- 2 50-% Visibility
- 4 25-% Visibility
- 8 0-% Visibility

#### Movement of the Target

- 2 Target is running
- 0 Target is moving, fighting normally
- +3 Target is motionless / unconscious

#### Size of the Target (Example)

- 4 Target is Tiny (a tiny lizard, a Doorknob)
- 2 Target is Very small (Cats, Ravens)
- 1 Target is Small (Merine, Jarrgul, Wolves)
- 0 Target is Normal (Humans, Ajari, Muriten)
- +1 Target is Large (Caernaren, Varani)
- +2 Target is Huge (Tree, Lindwurm)
- +3 Target is Giant (House, Hydra)