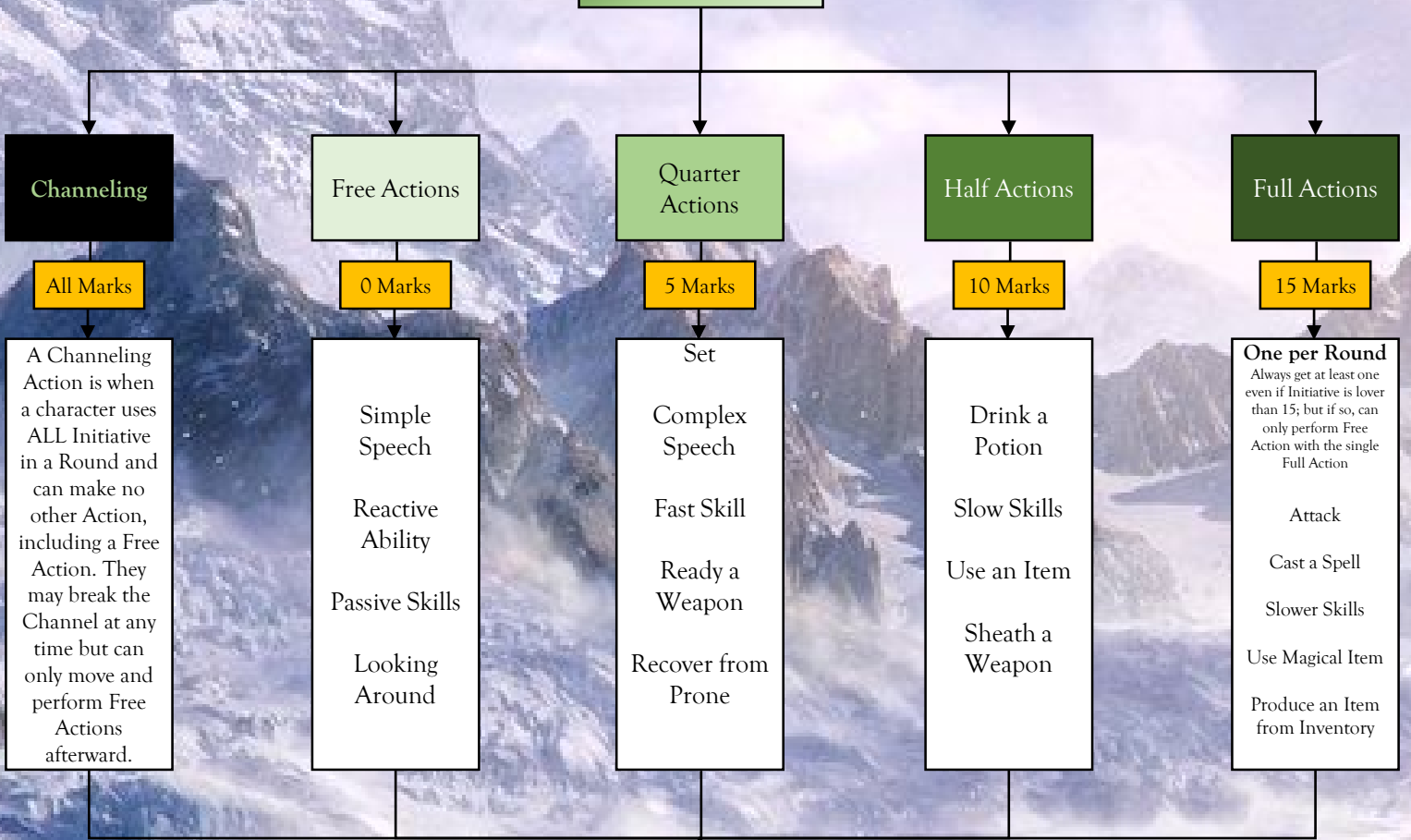
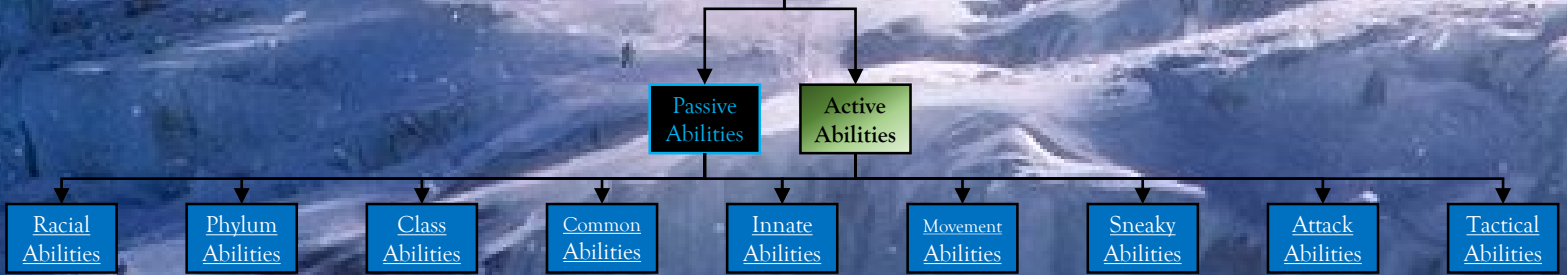


Actions



Abilities



Common Abilities

Any character can use any of these abilities, provided they have enough Initiative and any situational condition is met.

Delay

Free

Half your Initiative Score that Round, then act.

Set

Quarter

Need to attack an enemy for the first time. Exceptions apply.

Delay

Full

Shoot without Setting, but if either attack die is a natural 5 or less, miss.

Sprint

Free

+10 Land Speed but -5 Critical Threshold. Next Round -4 Land Speed. Can be done once per 5 Rounds.

D-Up!

Full

Add Mastery Style Rank to Parry Score, double any shield Block bonus. Combatants add Level, Rogues and Battle Mages add ½ Level to Dodge (rnd dwn). Movement restricted to 2, and *Stand Stupid* when exiting.

Surrender

Channel

Evade set to 1, Critical Threshold set to 1. *Stand Stupid* for 2 Rounds after halting Ability. Everyone KNOWS you surrender.

Move with Caution

Channel

Add +5 to Skill and Attribute check when reacting to ambushes, traps and bad footing.

Take Aim

Channel

Bonus to-Hit per Round: +3 stationary targets or if coming at shooter, +2 for constant speed, +1 for varying speed. No Throwing Weapon.

Prepare for Action

Full

Forfeit all Action this Round and add Initiative to next Round's Roll. Then, can act at any point within Initiative next Round. Can only be used one Round at a time.

Take Cover!

Full

Must be in Terrain that Blocks Line of Sight. Gain *Cover Save (0)*.

Recover

Channel

Helps recover from Effects. Forfeit all Actions and at end of Round, gain +1 ResCheck.

Untactical Advance

Free

Land Speed x 2, Evade -8 (min of 4) and Critical Threshold set to 3. Can be done once per 5 Rounds.

Reload

Varies

Reload Weapon: Hand Crossbow 4 M, Crossbow 7 M, Heavy Crossbow 8M, Torval or Por Gont 5 M, Tor Gont 6 M

Wrestle

Full - Ch

Non-Combat tackle. Strength Check vs opponent to win. Becomes Channeling Action after first Round. No damage. Reroll 6s if character has Brawling.

Run Away

Channel

Run Away, but cannot recover. Land Speed x4, Evade set to 1, Critical Threshold set to 3 and *Stand Stupid* for 2 Rounds when stops.

Innate Abilities

Fear Causing (X)

Passive

Causes *Fright* with X units.

Mindless

Passive

Cannot Route or Flee, immune to fear and Mind-Altering Spells.

Horror (X)

Passive

All within X Units make ResCheck vs. Mystics or become *Terrified*. If 1st Check made, +3 to all further ResChecks that Combat.

Vampirism (X)

Passive

Heal X Hit Point when you cause at least 2 Damage in melee (after Absorb).

Movement Abilities

All Movement is affected by Terrain. Each Type of Terrain “costs” a certain movement allowance.

Open Terrain: 1
 Light Woods: 2
 Heavy Woods: 3
 Uphill: 4
 Down Hill: 2
 Swamp: 2
 Desert: 2
 Obstacles: 10

Bounding

Varies

2 Units per Mark

Monstrous Movement

Varies

All Terrain uses 1 Movement Allowance. 2 Units per Mark' +1 for Large-Sized, +2 for Huge-Sized & +3 for Gargantuan.

Climbing

Channel

1 Unit per 3 Rounds. Evade set to 4.

Stride

Varies

4 Units per Mark.

Fish Swim

Varies

Move through water at 2 Units per Mark.

Swimming

Varies

In water, 1 Unit per 5 Marks. Evade set to 5.

Flying

Varies

5 Units per Mark. No Charges, cannot Hide or D-Up!. Double Evade gain from movement.

Tunneling

Varies

Underground, not LoS and Blinded. 1 Unit per 2 Marks.

Fleet of Foot (X)

Varies

+X Land Speed.

Wall Climb

Varies

Like a spider, 2 Units per Mark.

Levitate

Varies

1 Unit per Mark. Fall at rate of 1 foot per Unit moved. Ignore some Terrain and bad footing. No Charges, cannot Hide or D-Up!.

Normal Combat Movement

Varies

1 Unit per Mark.



Passive

Quarter

Varies

Half

Full



Passive

Quarter

Varies

Half

Full



Passive

Quarter

Varies

Half

Full



Passive

Quarter

Varies

Half

Full



Passive

Quarter

Varies

Half

Full



Passive

Quarter

Varies

Half

Full



Passive

Quarter

Varies

Half

Full

Effects

Armor Compromised (X)

Reduce Absorb of the same Damage Type by X.

Clumsy

Miss on Natural to-Hit rolls of 1-7 (total natural roll). Cannot Critically Strike and no roll again on Critical Number.

Berserk

Reduce Critical Threshold by 4, and +2 to damage in melee. Must attack closest enemy and much Charge if possible.

Confused (X)

Make Intellect Check of X or can't tell between friend and foe.

Bleeding (X)

Make ResCheck vs Naturals each Round or take 1 Unavoidable Damage for X Rounds. Stack to add 1 to X. If X reach 20, target dies of bleeding.

Cover Save (X)

After taking damage from a ranged attack, reduce damage by 1d6+X..

Blinded (X)

No Ranged Attacks, -5 to-Hit in melee and cannot Critically Strike or roll again on Critical Number.

Critical Threshold Compromised (X)

Reduce the Critical Threshold by (X) for 1d4 Passings, or until the damage that caused the Effect is completely healed, whichever is longer.

Broken Weapon (X)

Roll d%, +X%. Any roll of 50% or more breaks non-magical weapons. 100% - 150% breaks a Minorly Enchanted weapon, and 151%+ breaks a Lesser Enchanted weapon.

Crushed (X)

Roll d% +X on Crushed Chart. Attributes losses to 0 kills target. Cannot use any Abilities associated with the Crushed appendage. This Effect also inflicts a Wound.

Burning (X)

Make a ResCheck vs. Mystics or take X Fiery Damage each Round. Does not stack.

Cursed (X)

Cannot Critically Strike, -4 Critical Threshold and -X on all ResChecks.

Camouflage

Cannot be targeted by ranged attacks. If not moving, cannot be targeted by Charges.

Ethereal

Cannot be affected to inflict physical damage. Can pass through inanimate materials.

Choking (X)

Make ResCheck vs. Naturals or be immobilized. If failed, make ResCheck vs Naturals -1 at Mark 30 to recover. While *Choking*, -5 Evade, -5 to-Hit and no Ranged Attacks or Spells.

Fatigued (X)

-X to damage,. Hit and Movement. No Charges, strength reduced by 4 (min of 1) and Extra Damage number increased by X.

More Effects

Fearless (X)

+X on ResChecks vs Fear.

Hasted (X)

+50% Land Speed and +10 Initiative. Can attack extra 1 additional time with a roll of 1d6 under X.

Fragile (X)

ResCheck vs Naturals -X when taking physical damage or +X damage. Critical Threshold reduced by X.

Hazed (X)

-1 to-Hit in melee and -X at range.

Frenzied

Must attack anything within Land Speed range, all Terrain set to 1 Movement Allowance, +2 to-Hit. More...

Hidden

Token taken off the battlefield. Cannot be targeted. Can appear following Rounds up to Land Speed x number of Rounds if within 2 Hexes of Terrain that blocks LoS.

First Strike

Characters with First Strike always Strike First in melee, no matter their Initiative. If two enter melee who both are under this Effect, then cancel.

Lame

Skill/Attribute Check -7 for that body part. -7 to-Hit, no Critical Strikes or Extra damage if arm(s) are affected.

Frightened

Untactical Advance away from what caused until ResCheck vs. Naturals is made. Can fight if cornered, -3 Cast Spell.

Marked (X)

Against ranged attacks, Critical Threshold -5. All attacks get a +X to-Hit and misses are rerolled.

Frost (X)

Dexterity Check X of any attack fails.

Mute

Can't talk or cast non-Master spells.

Frozen (X)

No movement and -5 Evade for X Rounds.

Obscured

Character cannot be in/removed from Line of Sight.

Glowing

Cannot Stealth, Hide or Camouflage.

On Fire

1 Fiery Damage per Round and must ResCheck vs Naturals or become Frightened each Round.

More Effects

Pain (X)

ResCheck vs Naturals -X at beginning of each Round or Forfeit all Actions. -X to all Skill Checks. Lasts X/2 Rounds.

Rooted (X)

No Movement, evade reduces by X tie 2 (min of 4)

Permanent Injury (X)

Roll d% +XC on Permanent Injury Chart.

Severed (X)

Roll D5 +X on Severed Chart.

Petrified (X)

For X Rounds, ResCheck vs Mystics or take 1 Raw Magic Damage. -3 Land Speed and -2 to-Hit. If reaches last Round without successful ResCheck, turned to Stone.

Shocked (X)

For X Rounds, ResCheck vs Naturals or no Actions.

Poisoned A (X)

X Unavoidable Damage, ResCheck vs Naturals to reduce damage by 1 per RO.

Slowed

-50% Land Speed. Only 1 Attack per Round and -12 Initiative.

Poisoned B (X)

Last X Rounds. ResCheck vs Naturals -X each Round to stop. Take 1 Damage on the 1st Round, 2 on the 2nd, ect.

Smashed (X)

Agility Check X or take 20 Smashing Damage per point missed. More...

Poisoned C (X)

ResCheck vs Naturals -X or die in 100 minutes, -10 minutes per X. Also *Shocked (X)*.

Stand Stupid (X)

For X Rounds, no Actions and -5 Evade vs ranged attacks.

Phase (X)

Against Piercing and non-AoE attacks, roll 1d6+X. Result of 4 or more avoids all damage.

Stunned (X)

For X Rounds, cannot act, Evade reduced by 2 and melee attacks automatically hit, ranged attacks normal but may be rerolled.

Regenerate (X)

Gain X Hit Points back each Round, to maximum HP. Fire, Acidic or Corrosive Damage cannot be *Regenerated* and halts *Regeneration* for 2 Rounds.

Terrified

Automatically Run Away!. Each Round may roll ResCheck vs Naturals to recover.