

**SORCERERS, ADVENTURERS, KINGS AND ECONOMICS**



**Adventure module**  
**Part 1**  
**Combat and Chase Rules**

by  
Rainer Kaasik-Aaslav

# CONTENTS

Combat.....	2
Terms .....	2
Start of Combat .....	3
The Course of the Fight .	3
Types of Actions and Reactions.....	6
Critical Hits and Misses .....	10
Combat Manoeuvres ....	12
Different            Combat Situations.....	15
Morale .....	17
Chase Rules.....	19

# Combat

The combat rules should be used only as long as the outcome of the combat is in question. If four powerful, fully armed PCs have surrounded one injured bandit, there is no need to play out the combat - the outcome is clear, and the game master can summarize the combat narratively.

In addition, the use of combat rules is based on the assumption that neither side attempts to flee before or during the combat. If one combatant attempt to flee, the chase rules are used.

Combat is divided into 10-second rounds, during which each participant in the combat has one Action and one Reaction. The order of Actions is determined by a Reflexes roll.

Combat works as follows: an Attack roll is made with a d20 versus a Parrying roll made with a d20. If the Attack and Parrying rolls are tied or the Parrying roll is higher, the attack is successfully defended against. Next, a damage roll is made with another die, depending on the weapon used. The damage is reduced by the target's armour Damage Reduction. Some weapons, such as firearms, pierce some of the armour defence.

## Terms

### Attack

An Attack is one attack that can be made during an Action or a Reaction.

### Full Attack

A Full Attack can only be made during an Action and can consist of multiple Attacks.

### Hand-to-hand combat

Hand-to-hand combat occurs between opponents who are adjacent or in the same hexagon. It is not advised to be unarmed or have a ranged or reach weapon in this situation.

### Melee combat

Melee combat can take place between anyone in hand-to-hand combat range and people who have reach weapons and can attack from a distance.

### Reflexes

Reflexes = Speed + purchased Reflexes points - armour penalty.

Most armour makes movement slightly more difficult. You can find the armour penalty in the equipment chapter.<sup>1</sup>

### Parrying

Parrying = Reflexes + purchased Parrying points + shield bonus, if applicable.

The GM may decide to use Static parrying for NPCs to speed up combat. In this case, the GM doesn't roll for the NPC's parry, but simply informs the PCs of the static Difficulty Level they need to overcome with their attack roll (they need to roll a higher number).

Players can also use static parrying for their PCs or NPCs they control, if they wish.

The Static parrying score is 10 + the Parrying score.

### Attack bonus

Attack bonus = Weapon skill (swords, bows, etc.) + bonus from masterwork or magical weapon.

A penalty may apply to the Attack if a manoeuvre is used. For example, a called shot to hit the hand incurs a -4 penalty to the Attack.

### Damage

Weapon damage depends on the weapon and is rolled with 4, 6, 8, 10 or 12-sided dice. If damage is listed as 2d6, it means that 6-sided dice are rolled twice and the results are added. If damage is listed as 1d6+1, it means the minimum damage is 2 and the maximum damage is 7.

Damage = weapon damage + Body (for melee weapons) + bonus from masterwork or magical weapon.

Damage may also receive additional points from certain special abilities or manoeuvres. For example, a Sneak Attack ability can add the character's Anatomy skill level to the Damage in the right situation.

### Damage Reduction (DR)

Damage Reduction comes from armour. For non-masterwork armour, this is usually between 1 and 10. DR is subtracted from the total damage that an Attack deals. For example, if an Attack deals 10

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<sup>1</sup> Pt viide

Damage and the character has a DR of 7, they take 3 damage (10-7=3).

## Piercing

Certain weapons, such as warhammers, firearms, and crossbows, are designed to pierce armour and have a Piercing score ranging from 2 to 6.

In the case of piercing weapons, the Piercing score is deducted from the target's Damage Reduction first, and then the remaining DR is subtracted from the damage. For instance, if an attack with a warhammer inflicts 5 Damage and has a Piercing score of 4, and the target's DR is 7, without the Piercing score, the target would receive no damage. However, because of the Piercing score, the target's DR is reduced to 3, resulting in the target taking 2 damage (5-3=2).

When using a piercing weapon, whether as a PC or GM-controlled NPC, it's advisable to declare the Piercing score together with the Damage during combat, such as "Damage 7, Piercing 2." The attacked individual is responsible for calculating the damage incurred.

## Movement Speed

Movement Speed is the number of meters a character can move during their Action.

Movement Speed = base movement speed (under Speed) + purchased Movement Speed points - 4 (for medium armour) or 8 (for heavy armour).

## Start of Combat

In combat rounds, the order of Actions is determined by a Reflexes roll (d20 + Reflexes) made by all combatants and bystanders who plan to act during the combat. The game master records the order of Actions for each character.

To streamline the process, the GM can group all NPCs together in the same spot in the order, rolling only one Reflex roll for them. PCs can also group NPCs who are assisting them in the same spot in the order as themselves.

If one side is attacked unexpectedly and the attackers are hidden, the attacking side automatically gets the first strike. The defenders cannot make Parrying rolls (as parrying is an active activity) and instead make a Reflexes roll against the Attack. Only after the first wave of attacks is resolved, do the combatants roll for Reflexes to determine the order of Actions for the following

rounds. In a surprise attack situation, the defending side does not get Reactions. Examples of a surprise attack include bandits hiding in the woods shooting at unsuspecting travellers, predators jumping down from trees onto their prey, or a stranger stabbing someone in the back in a crowded place. If both sides are aware of each other's presence and can see each other, a surprise attack cannot occur, even if the attack is unexpected for one side. During a surprise attack, the attacker can make only one Attack, even if their Full attack would consist of multiple attacks.

If a character decides to delay their Action until after their turn, they will be moved to the end of the Action order for the entire combat. Depending on how Actions and Reactions relate to each other, this may be a good idea at certain moments. A character can delay their Action only once during combat.

## The Course of the Fight

Once the order of Actions is clear, the combatants can attack their opponents, move, or try to flee based on that order. The attacking side rolls their Weapon Attack, and the defending side rolls their Parrying if they can actively defend themselves.

## Parrying and Reflexes

In order to parry an opponent's melee attacks, a character must have a shield or a hand-to-hand combat weapon. If the character cannot parry, they will make a Reflexes roll instead.

If the character is not aware of the attack against them, they will make a Reflexes roll instead of a Parrying roll. Sneak Attacks can only be made against opponents who cannot parry.

## Damage, DR and Piercing

When a hit is made, the attacker rolls for damage, which is then reduced by the armour's DR. The remaining number is subtracted from the character's hit points.

If the attacker has a Piercing weapon, the piercing value is subtracted from the armour's DR first, and then the remaining armour value is subtracted from the damage. For example, if Yasumi attacks Asakari with a crossbow (Piercing 2, damage 1d10) and Asakari is wearing a lamellar armour (DR 5) and Yasumi rolls 9 Damage, the piercing value of 2 is subtracted from the armour's DR, leaving 3. This remaining 3 is subtracted from Yasumi's damage of 9, resulting in Asakari taking 6 damage.

Later, in all combat manoeuvres, the term used is "**damage taken.**" The 6 is the **damage taken.**

If the Piercing value exceeds the armour's DR or the opponent is not wearing armour at all, it does not mean that the weapon's damage is somehow increased. The entire rolled damage is simply considered the **damage taken.**

## Health Points, Injuries and Death

### Injuries

A person becomes wounded when their Health Points drop to half. In this state, they receive a -2 penalty to all physical activity rolls, including Attack, Parrying, Damage, Athletics, etc. Similarly, a person becomes severely wounded when their Health Points drop to one-quarter. In this state, they receive a -4 penalty to all physical activity rolls.

When a character's health points drop to 0, any additional damage is applied to their Body attribute. If a character's HP drop to 0, but their Body is not negative, they are still conscious but unable to stand up. In this state, they receive a -10 penalty for all physical activity rolls. Despite the penalty, they can attempt some actions, such as attacking with firearms, with a -10 penalty to hit.

For example, if Asakar has 6 HP and a Body of +3 and takes 8 damage, his HP drops to 0. However, there is still 2 Damage left, which is subtracted from his Body attribute. As a result, Asakar now has 0 HP and a Body of +1 and can still perform actions with a -10 penalty to all physical activity rolls.

If a character's Body drops to 0 or negative, they lose consciousness, and their Body continues to deteriorate. Every round, their Body loses 1 point, and a Body roll of 15 is required to stop it for an hour (using the initial Body roll, not the accumulated negative). If a character's Body is, for example, -2, they normally lose consciousness when their Health Points drop to 0.

Companions of an unconscious character can use a first aid kit to stop the Body's points from decreasing. To do this, they need to make a Medicine roll of 15. Additionally, a successful Medicine check with a first aid kit can heal at least one HP and restore consciousness.

If injuries are patched up without using a first aid kit, a Medicine roll of 15 is still required to stop the Body from deteriorating. However, the character remains unconscious.

Successful magical healing also stops the Body from deteriorating and restores consciousness by restoring at least one HP. This is also true for Blood of Oni.

If a character's Body drops below -10, they are dead.

### Death

If characters are interested in what happens to their soul after death, or are capable of communicating with souls, or if it's relevant for some other reason, they can roll Willpower (or Astral Projection if they are familiar with that school of magic) to determine if their soul can be retrieved later on.

If the roll is less than 20, then the soul passes through the Otherworld, and after about a week or two, it becomes technically unattainable in the game. This process can only be reversed with Necromancy. A soul that moves on from the Otherworld is not visible or perceptible in any way. Depending on one's religion, it's believed that the soul becomes a part of the Collective Spirit, is reborn, goes to a special pocket of the Otherworld, etc.

However, if a character rolls 20 or higher, their soul remains trapped in known worlds, mostly in the Otherworld, sometimes in the human world, where they slowly forget everything they experienced in life. These beings, called Spectators, are invisible to normal sight, and only mages who possess certain magical abilities can contact them.

For more information on what happens to the soul consult the appropriate section in the Sorcery module.

### Recovering of HP, Body, and other Attributes

HP recovers by 1+Body per day, as long as the wounded person rests properly at night. If the Body attribute is 0 or less, then HP recovers by 1 point per day.

Attributes recover slowly and take four days minus the initial Body (at least one day) to recover one point. HP and Attributes recover simultaneously.

Bone fractures and other injuries generally heal at an even slower pace. Bones usually take two

months to heal, but this process can be accelerated with the use of healing magic.

## Action and Reaction

The combat round consists of two parts: an Action and a Reaction. Each character has one Action and one Reaction during the round.

Action is the main part of the round. The order of the fighters' Actions is determined by a Reflexes roll, which is a d20 roll plus Reflexes points. During their turn, each character has only one Action, even if it's used to perform a task that would normally take a very short amount of time.

The Reaction is a character's ability to respond to someone else's Action. There is no order to Reactions. Characters can use their Reaction at any time if someone else does something during the fight that allows for a Reaction.

Some Actions, such as changing a weapon for another one on the character's belt or communicating with companions, don't take any time in the game mechanics. The character does them during their Action. For example, they might change their weapon at the beginning of a Full Attack. But a character who is already carrying a different weapon cannot change it to use their Reaction.

The game master can keep track of all PC's and NPCs' Actions and Reactions on a small table, where a box indicates the turn's Action and an x shows the Reaction used during that turn.

PC1	<input type="checkbox"/>	<input type="checkbox"/>		
PC2	<input type="checkbox"/> x	<input type="checkbox"/> x		
NPC1	<input type="checkbox"/> x	<input type="checkbox"/>		
NPC2	<input type="checkbox"/>			
PC3	<input type="checkbox"/>	X		
NPC3	<input type="checkbox"/> x	X		

Since Reactions can only be used during someone else's Action, this requires constant attention during combat. Players who are new to the system may forget that they can use their Reaction almost at any time. It's good for the GM to remind them until they get used to it.

Using a Reaction is not mandatory. Both PCs and GM-controlled NPCs can choose not to use their Reaction if they wish.

The GM could distribute the enemies' Reactions equally between all or most of the PCs' Actions, rather than using all of them to react to just one PC's Action.

Each character has one Reaction during their turn, which allows them to perform some kind of counteraction to someone else's Action. If the counteraction is an attack, then the Reaction allows them to attack only once, even if the character's Full Attack consists of multiple attacks.

There are generally three types of Reactions:

1. Opportunity attacks (Attack of opportunity with a Melee Weapon, Attack of Opportunity with a Ranged Weapon, and Breaking the Charge).
2. Avoiding an attack (Avoiding a Ranged Weapon Attack and Avoiding a Melee Weapon Attack)
3. Jumping in Front of an Attack to save somebody else.

**The Reaction can only be used against the character whose turn it is!**

Remember that reloading a gun or crossbow takes full Action, even if the weapon was used for an opportunity attack.



## Types of Actions and Reactions

<b>Action (1 in a round)</b>	<b>In which case does an Action trigger which type of Reaction (1 in a round)</b>
<p><b>Full Attack</b></p> <p>A Full Attack refers to all the attacks that a character can make during an Action. An inexperienced character can make only one attack, while a more advanced character may have two, three, or even four different attacks. A Full Attack may also involve minimal movement of up to 5m to facilitate the attack. Certain spells, such as Fast Healing or Divine Strikes, are included in a Full Attack and are counted as either one attack of the Full Attack or do not require any additional time for casting. This is specified separately for each spell.</p> <p>During a Full Attack, a character can switch their weapon(s) once if they carry a different weapon in each hand. For instance, a character may perform a Full Attack with a spear and then pick up a pistol to use their Reaction later to shoot someone at a distance.</p>	<p>A Full Attack with a hand-to-hand weapon does not generally provide Reactions to opponents, but a minimal movement made during a Full Attack can provide an <b>Attack of Opportunity with a Melee Weapon</b> if a nearby opponent has a spear or other reach weapon, or if the person uses their minimal movement to move away from an opponent.</p> <p>In exceptional cases, when the attack is particularly predictable and the attacker has to cover 5m to reach the target, and the opponent is not engaged in hand-to-hand combat, the GM may decide that the Full Attack, in this case, provides an <b>Opportunity to Avoid a Melee Weapon Attack, Attack of Opportunity with a Ranged Weapon, Attack of Opportunity with a Melee Weapon</b>, an opportunity to <b>Jump in front of the Attack</b> to save somebody else, or opportunity to <b>Break the Charge</b>. Such exceptions should be rare. One such exception is the manoeuvre: Charge, which is described in more detail under manoeuvres.</p> <p>A Full Attack with a ranged weapon against opponents who are not engaged in hand-to-hand combat provides an opponent with the <b>Opportunity to Avoid a Ranged Weapon Attack</b> or an <b>Attack of Opportunity with a Ranged Weapon</b> (counterattack). This means that by using a Reaction, it is actually possible to shoot someone who is about to shoot you before they can. This does not apply to third parties.</p> <p>A Full Attack with a ranged weapon provides an opportunity to <b>Jump in front of the Attack</b> to save somebody else for opponents who are not engaged in hand-to-hand combat and are not the targets of the attack but are within 5m of the target. This can be attempted to save someone.</p>
<p><b>Movement up to full Movement Speed</b></p> <p>A character can use their Action to move up to their full Movement Speed, which may include climbing over obstacles or jumping. If the jump or climb is successful, it doesn't affect the number of meters travelled. However, if the entire movement is climbing, the character can only climb half their Movement Speed during the round.</p> <p>Additionally, a character can use their Action to search for a hidden person or hide themselves. To find a hidden person, they must roll a Perception check against the Stealth check. If successful, the character can use their full Movement Speed to move towards the found person (i.e., the search check is made at the beginning of the movement).</p> <p>If a character previously seen by enemies tries to hide during combat, they must move at least 20m and roll a Stealth check with a -10 penalty against the passive</p>	<p>Movement over 5m provides an <b>Attack of Opportunity with a Ranged Weapon</b> to all opponents who are not engaged in melee combat and have a ranged weapon equipped.</p> <p>Any movement provides an <b>Attack of Opportunity with a Melee Weapon</b> to opponents in the following cases:</p> <ul style="list-style-type: none"> <li>• Movement starts from an adjacent hexagon to the opponent.</li> <li>• Movement passes through any hexagon adjacent to the opponent.</li> <li>• Opponents with a reach weapon get an <b>Attack of Opportunity with a Melee Weapon</b> if the movement passes through hexagons adjacent to them and the hexagons adjacent to those hexagons, within a 4m radius of the hexagon they are in.</li> </ul> <p>An opponent with a reach weapon also gets an <b>Attack of Opportunity with a Melee Weapon</b> if the movement aims to reach them and ends in their adjacent hexagon, even if</p>

<p>Perception of their enemies (10 + the highest Perception of the enemies).</p> <p>If a character successfully hid during their previous turn and hasn't been discovered, they can move stealthily, but only at half their Movement Speed. To remain hidden, they must roll a Stealth check against the passive Perception of their enemies. The Game Master may add penalties to the character's roll or prohibit hidden movement altogether if it doesn't seem plausible.</p> <p>During movement, the character can switch the weapons they are carrying in their hands. If they want to move only 5m or less, it doesn't take an Action, and the character can use their Action for a Full Attack or something else. The Game Master may limit hiding within logical limits but generally, in a forest or city street, there are objects to quickly hide behind.</p>	<p>the total distance moved is less than 5m. Other opponents with hand-to-hand weapons do not get this opportunity in such cases.</p> <p>During a movement in which the character is searching for a place to hide, their opponent can use Reactions against them, even if the Stealth check succeeds.</p> <p>If the character moves stealthily and is not detected, Reactions cannot be used against them. If the character is detected while attempting to move stealthily, Reactions can be used against them in the usual way.</p>
<p><b>Combat manoeuvres</b></p> <p>All characters can perform various combat manoeuvres. Some combat manoeuvres are part of a Full Attack, while others take up the entire Action. Combat manoeuvres are explained in the following subsection.</p>	<p>Certain combat manoeuvres can trigger a Reaction against the performer, while others can provide the performer and their allies with Reactions for use in subsequent Actions. However, most manoeuvres do not result in anyone receiving a Reaction.</p>
<p><b>Engaging in hand-to-hand combat without a weapon or attacking with weapons that are unsuitable for close combat during your Action</b></p> <p>Unsuitable weapons for hand-to-hand combat include all ranged weapons (bows, firearms, crossbows), but not all throwing weapons. Spears and throwing axes are suitable weapons for hand-to-hand combat, while grenades and blowguns are not.</p> <p>If a character has a full shield (arm shields do not count) and is carrying a ranged weapon or is unarmed, they are not considered unarmed because they can use the shield for parrying against attacks. For example, a large shield and a pistol are a working combination.</p>	<p>If a person is unarmed or using inappropriate weapons for hand-to-hand combat, all nearby opponents can make <b>Attacks of Opportunity with Melee Weapons</b> against them. Additionally, the person cannot use Parrying and must rely on Reflexes to avoid attacks, making them vulnerable to Sneak Attacks.</p> <p>Weapons with reach, like spears, that cannot be used to attack adjacent hexes are also unsuitable for hand-to-hand combat. In this case, all opponents in adjacent hexes can make <b>Attacks of Opportunity with Melee Weapons</b> against the user of the reach weapon. Note that you can avoid this situation by changing your weapon at the beginning of your Full Attack.</p>
<p><b>Other activities during combat</b></p> <p>During combat, characters may need to use their Action for something other than attacking or moving.</p> <p>Some examples of activities that require one Action include:</p> <ul style="list-style-type: none"> <li>• Using a spell (Note that some spells may be part of a Full Attack, such as a priest's Divine Strikes and a soul crafter's electric attacks. Additionally, rituals take longer than one Action).</li> <li>• Drinking a healing potion (like Blood of Oni) or any other type of potion, or applying poison to a weapon. By drinking quickly, it's possible to consume half a litre of liquid (for example, 2 potions of Oni's Blood).</li> <li>• Loading a crossbow or firearm.</li> <li>• Moving to pick up a weapon that was lost due to a disarm manoeuvre.</li> <li>• Picking a lock.</li> <li>• Using a first aid kit (requires a Medicine skill check of at least 15 to prevent an unconscious person's Body points from falling. This also heals at least 1 HP and brings the injured person back to consciousness).</li> </ul>	<p>During combat, characters may need to perform actions other than attacking or moving. If a character is engaged in hand-to-hand combat, all opponents can make an <b>Attack of Opportunity with Melee Weapons</b> against them. However, if the character is not engaged in hand-to-hand combat, opponents with ranged weapons who are not themselves in hand-to-hand combat can make an <b>Attack of Opportunity with Ranged Weapons</b> against them.</p> <p>A successful attack can cause the failure of other activities. All activities that require throwing something must be reattempted with a penalty of -10 if an opportunity attack causes damage. However, actions that do not require throwing succeed regardless of whether the character is hit or not.</p> <p>Actions that require throwing and must be reattempted with a penalty of -10 include:</p> <ul style="list-style-type: none"> <li>• Casting a spell (if the new throw fails, spell points are wasted)</li> <li>• Picking a lock</li> <li>• Giving first aid</li> </ul>



	<p>Actions that succeed automatically even if an opportunity attack hits and causes damage include:</p> <ul style="list-style-type: none"> <li>• Drinking a healing potion or applying poison to a weapon.</li> <li>• Loading a weapon.</li> <li>• Generally, picking up a weapon succeeds even when an opportunity attack is successful, except if the attack was made in such a way that it prevents it.</li> <li>• Etc.</li> </ul> <p>An exception to this rule are the spells from the Psychic school. Opponents do not get an Attack of Opportunity against the caster when they cast these spells because casting them does not involve any visibly observable action or utterance. Casting Psychic spells appears as if the caster skips their turn in the combat, which does not give opponents a Reaction.</p>
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## Types of Reactions

### Attack of Opportunity with Melee Weapon

If there is a Reaction-providing Action within the range of the character's melee weapon, they can make one melee weapon Attack against the performer of that Action. The opponent must be in the same hexagon or adjacent hexagon, or for reach weapons, in the hexagon adjacent to the adjacent hexagon.

The attack is made normally depending on other rules: Attack vs. Parry or Attack vs. Reflexes roll if the opponent cannot parry for some reason.

### Attack of Opportunity with Ranged Weapon

If there is a Reaction-providing Action within the range of the character's ranged weapon, they can make one ranged Attack against the performer of that Action.

To use the Attack of Opportunity, the trajectory between the attacker and the target must be clear. The Attack of Opportunity cannot be used if there is an object or person on the trajectory that would require even a little movement to avoid.

You cannot make a ranged attack of opportunity if you are engaged in melee combat.

The attack is made normally depending on other rules: Attack vs. Parry or Attack vs. Reflexes roll if the opponent cannot parry for some reason.

### Reaction to Avoid a Ranged Weapon Attack

A character being attacked with a ranged weapon, who is not engaged in melee combat, can try to avoid the ranged attack. The character can try to jump behind something or someone, drop to the ground quickly, etc.

The character rolls a Reflexes against the Attack roll, and if successful, the attacker cannot attack them and the attack is wasted. If the attacker has more attacks, they can use them against other characters. If avoiding the attack fails, then the character must make a Parrying roll for each shot as usual. Essentially, using this Reaction provides an additional defensive roll to avoid being hit by a ranged attack.

However, if the character is engaged in melee combat, they cannot use this Reaction to avoid a ranged attack coming from elsewhere.

### Reaction to Avoid a Melee Weapon Attack

The opportunity to avoid melee attacks can only be used when the attack is somehow especially predictable, and the character is not engaged in melee combat. For example, if someone is hanging above you on a chandelier and planning to jump on your back, if you are aware of this and are not engaged in melee combat, you can make a Reflexes roll against the attack to avoid it.

If avoiding the attack fails, then the character must make a Parrying roll for each attack as usual. Essentially, using this opportunity provides an additional defensive roll to avoid being hit by an attack.

Avoiding melee attacks should be more of an exception than a rule.

### **Jumping in front of the Attack**

This opportunity can be used to save someone else. If a character is within 5m of the person being attacked and is not already engaged in hand-to-hand combat, they can use their opportunity to jump in front of the attack. Now the attack is directed towards them.

The attack is carried out normally depending on other rules: Attack vs. Parrying or Attack vs. Reflexes if the person jumping in front is unable to parry for some reason.

### **Breaking the Charge**

Breaking the Charge is a melee attack that requires a spear or a weapon with reach. It can only be used against a mounted opponent who is performing a charge manoeuvre. If a character has a spear or a similar weapon and an enemy charges at them or their ally in an adjacent hexagon, they can use their Reaction to attempt to break the charge.

To successfully break the charge, the character must wait for the attacker to approach and then make an Attack roll at the same time as the attacker. If the break is successful, the attacker takes double **Weapon Damage** from the spear, plus the character's Body bonus (but not double). However, just like with a charge, there is a chance that the spear or weapon may break if the damage exceeds a certain amount, usually around 20-30 (depending on the weapon, which can be found in the equipment chapter).

If the break is successful, the rider must then make a Riding roll against the **Total Damage** (i.e., the total damage before any DR is deducted). If they fail the roll, they will fall off their horse.

## Critical Hits and Misses

Critical rolls (a natural 1 or 20 on a d20 die) work in combat similarly to skill checks. If a character rolls a natural 1 or 20 on a Reflexes, Parrying, Spell Resistance, or Willpower check, they roll a percentile and receive pluses or minuses to the roll, just like with skill checks. However, the pluses and minuses do not necessarily mean automatic failure or success.

However, there are differences between Attack rolls compared to other rolls. After rolling a natural 1 on the Attack roll, the percentile is rolled. If the percentile roll result causes the Attack roll to fall to 0 or less, an accident occurs, and the character must roll on the Critical Misses table. If a character has a very poor Attack bonus, such as -3, and they roll 0 or less without rolling a natural 1, then they do not need to roll for a Critical Miss.

If the Attack roll is a natural 20, the character does not roll on the percentile table but instead rolls directly on the Critical Hits table.

If a character does not have a combat skill and rolls a d12 for their Attack, they are not capable of making Critical Hits.

When rolling a natural 20 on a Parrying, Reflexes, Spell Resistance, or Willpower check (but not Attack), roll the percentile and add the result to the roll.

1-50%	No additional points
50-75%	+2
76-85%	+5
86-95%	+10
96%	+15
97%	+20
98%	+25
99%	+30
100%	+40

When rolling a natural 1 on an Attack, Parrying, Reflexes, Spell Resistance, or Willpower check, roll the percentile and subtract the result from the previous roll.

1-50%	Nothing happens
50-75%	-2
76-85%	-5
86-95%	-10
96%	-15
97%	-20
98%	-25
99%	-30
100%	-40

## Critical hits (Attack roll natural 20)

1-15%	Nothing happens.
16-25%	+5 to Attack roll.
26-35%	+10 to Attack roll.
36-39%	+15 to Attack roll.
	The following percentages automatically hit.
40-49%	You hit both the opponent's weapon and the opponent. Damage is dealt to both, and there is a chance of breaking the weapon. See the rules for breaking weapons.
50-59%	The attack hits the armor destructively (regardless of the weapon used). Until repaired, the armor's DR is reduced by 1 point.
60-69%	You succeed in hitting the fastenings of the opponent's armor so well that the armor comes loose and no longer offers sufficient protection. In the future, Armour-bypassing attacks against that opponent are with +4 bonus. Adjusting the armour takes 1 Action during which opponent cannot attack or move.
70-79%	You hit the opponent's weapon in such a way that it flies out of their hand, disarming them. The attack also hits and deals damage.
80-84%	You are able to strike so quickly that you can make an additional attack against the same opponent.
85-86%	You hit the weakest part of the opponent's weapon with your weapon, causing the opponent's weapon to either break or become unusable (within reason). Attack deals also regular Damage.
87-88%	You hit the opponent's artery, causing them to lose 1 HP each round. Stopping the bleeding requires a Medicine or Anathomy roll against DL 10.
89-90%	The Attack hits the arm. Check the manoeuvres table for details.
91-92%	The Attack hits the hand. <b>Damage taken</b> x0.5. Check the manoeuvres table for details.
93-94%	The Attack hits the leg. Check the manoeuvres table for details.
95-96%	The Attack hits the head. <b>Damage taken</b> x2. Check the manoeuvres table for details.
97-98%	The Attack hits vital organ. <b>Damage taken</b> x3. Check the manoeuvres table for details.
99%	The Attack hits the throat. <b>Damage taken</b> x3. Check the manoeuvres table for details.
100%	The Attack hits the eye. <b>Damage taken</b> x4. Check the manoeuvres table for details.

\* If the character's attack was aimed at a specific body part and as a result of a critical hit, they hit a different body part, then they can choose which body part they want to hit in the end.

\*\* If the character performs a 180° Attack manoeuvre and rolls a natural 20, then the attacker rolls a separate percentage for each potential target.

## Critical misses (when rolling a natural 1 on the Attack roll and getting a total of 0 or less)

1-39%	Nothing happens.
	The following percentages automatically miss.
40-49%	The weapon slips from your hand during combat. Roll a Reflexes against DL 20 to catch it.
50-59%	Lahingumõllu käigus läheb miskine puru silma või segab sind mingi muu faktor, kuni järgmise käigu lõpuni kõik füüsilist tegevust hõlmavad visked -2ga (Rünnak, Reageerimine, Kahju jne).  During combat, something gets in your eye or other factors interfere, resulting in all physical action rolls having -2 penalty until the end of your next Action (Attack, Reflexes, Damage, etc.).
60-69%	Tripping in combat causes you to fall and you can only stand up during your next turn. While lying down, all your Attack, Reflexes, and Parrying rolls are made at a -4 penalty against standing opponents. <a href="#">To stand up safely takes one Action, but when standing up quickly, the character retains their Action, but all opponents around them get an Attack of Opportunity with Melee Weapons against them.</a>
70-79%	A missed attack hits an ally in the appropriate range or distance. If there are no allies within range, nothing happens. New Attack and Parrying rolls must be made for this event.
80-85%	You break your weapon.
86-89%	Fumbling in combat automatically grants the enemy a counter-attack against you. If the enemy is too far away and doesn't have a ranged weapon equipped, nothing happens.
90-95%	A missed attack hits an ally in the appropriate range or distance. Automatic hit.
96-100%	You can get your foot/hand caught somewhere in the combat situation (a crack in the floor, branches in the woods, foot sinking into a hole, etc.), limiting your movement. Parrying and Reflexes are rolled at a -4 penalty. You cannot run away or move in combat. To get free, you must use your whole Action.

## Combat Manoeuvres

Characters can attempt specific combat manoeuvres or attacks against their opponent. These can be combined to create more complex manoeuvres, such as striking the throat while bypassing an opponent's light armour. Some weapons are better suited for certain manoeuvres and receive bonuses, such as daggers which have a +4 bonus to all Armour-bypassing attack manoeuvres. See the equipment subsection for more details on weapon properties.

No specific Abilities are required to perform manoeuvres, but some Abilities can make them more effective.

Note that certain manoeuvres may come with penalties to Attack rolls.

There are different terms in use when calculating damage in combat manoeuvres:

**Damage taken** - The damage is multiplied after the opponent's Damage Reduction is taken into account.

**Total damage** - The damage is multiplied before DR is subtracted.

**Weapon damage** - Only the weapon's damage is multiplied, and any additional bonuses are added to the result.

## Tabel of Combat Manoeuvres

Manoeuvre	Attack penalty	Description
Defensive Stance	-	The character abandons their Attack or movement during the Action and assumes a defensive position. Until their next Action, the character has +4 to Parrying and Reflexes rolls. The character must have a melee weapon or shield to be in a defensive position. <b>The defensive position does not cause Reactions. The character in a defensive position can use Reaction.</b>
Delayed Attack	0	This Manoeuvre allows a character to perform an Attack without Dealing damage immediately. Instead, the damage is held in abeyance, waiting for the opponent's response. The character targets the opponent and can decide to roll Damage at a freely chosen moment. The Damage remains in the air until the opponent Action, then it disappears if the opponent decides to move. At this point, the person aiming with a weapon has the last moment to decide whether to throw damage or not. <b>If the attacker throws damage, they use up their Reaction.</b> If the opponent does nothing in their turn that would prevent their targeting, the Damage remains in the air for further rounds. <b>A character using a weapon to target cannot use their Reaction for anything other than causing Damage to the target, as that would end the targeting.</b>
Disarm manoeuvre	-4	If the hit lands, the opponent loses their weapon. The Game Master decides where the weapon lands by rolling a percentage - the higher the percentage, the farther and/or more uncomfortable the place where the weapon lands. If a free hand is available, the attacker may try to take the opponent's weapon instead, in which case they must roll 15 in Stealth skills. The hit does not cause damage. The manoeuvre is part of a Full Attack and replaces one regular Attack.
Choking	-6, after initial Attack 0	To choke someone in a combat situation, the attacker must roll Athletics against the opponent's Parrying with a -6 penalty. Additionally, <b>the opponent gets an Attack of Opportunity with a Melee Weapon</b> , because the choker gives up the use of melee weapons. To escape from choking, both parties must roll mutual Athletic checks. This can be done every turn, but the opponent must also give up their melee weapon to do so. The victim of a choke loses consciousness after a number of rounds equal to half the number of rounds they can hold their breath (see Body). If they are choked for the same duration again, they die. Choking is an active action that takes several rounds, during which the <b>choker cannot use Reactions, and all opponents can use Attack of Opportunity with Melee or Ranged Weapons against them, if other rules allow.</b>
Tripping	0	Instead of attacking, the character rolls Stealth skills or Athletics against the opponent's Parrying. If the roll is successful, the opponent falls. A prone opponent has -4 to all Attack, Reflexes, and Parrying rolls against standing opponents. <b>To stand up safely takes one Action, but when standing up quickly, the character retains their Action, but all opponents around them get an Attack of Opportunity with Melee Weapons against them.</b> The manoeuvre is part of a Full Attack and replaces one regular Attack.  The manoeuvre does not cause damage.
180° strike	-4	The character performs an Attack that can hit multiple opponents in a 180° radius around them, i.e. on three hexagons surrounding the attacker. The attacker makes one Attack, against which all potential victims (usually up to three individuals) parry separately. The first hit inflicts full Damage, and subsequent hits have a -4 penalty for Damage, as the force of the strike diminishes after hitting the first target.  <b>This attack can only be performed with weapons with very long blades, such as nodachi or two-handed swords.</b> The manoeuvre is part of a Full Attack and replaces one regular Attack.
Called shot to the arm	-2	If the <b>Damage taken</b> is 10 or more, the bone is fractured and the arm becomes unusable. If the <b>Damage taken</b> is 15 or more, the limb is severed. The manoeuvre is part of a Full Attack and replaces one regular attack.
Called shot to the hand	-4	<b>Damage taken</b> x1/2 (the <b>Damage taken</b> is divided by two). The victim is automatically disarmed and loses one finger for every two damage points. If the <b>Damage taken</b> equals 10 or more, the entire hand is severed. If the strike severs three or more fingers, the hand becomes unusable for fighting. The manoeuvre is part of a Full Attack and replaces one regular Attack.
Called shot to the leg	-2	If the <b>Damage taken</b> is 10 or more, the bone is fractured and the leg becomes unusable. If the <b>Damage taken</b> is 15 or more, the limb is severed. When fighting with a broken leg, all Attack, Parrying, and Reflexes rolls have a -4 penalty because the character is unable to move and must rely on support or remain seated, etc. The manoeuvre is part of a Full Attack and replaces one regular Attack.
Called shot to the tendon in the arm or leg	-6	If the <b>Damage taken</b> is 5 or more, a tendon is cut, and the limb becomes unusable. If the <b>Damage taken</b> is 15 or more, the limb is severed. When fighting with a broken leg, all Attack, Parrying, and Reflexes rolls have a -4 penalty because the character is unable to move and must rely on support or remain seated, etc. An unusable hand cannot be used for fighting. The manoeuvre is part of a Full Attack and replaces one regular Attack.



Called shot to the head	-6	<b>Damage taken</b> x2. If the <b>Damage taken</b> is 10 or more, the skull is fractured, and the victim must roll Body against the <b>Damage taken</b> or becomes unconscious for 2d10 rounds. If the damage equals or exceeds 20, the victim must roll Body against <b>Damage taken</b> or becomes unconscious for 2d10 hours, and if no medical assistance (Restoration or Medicine roll against DL 20) is received during this time, the victim dies. If the victim survives, they must make a Willpower roll against DL 15 to avoid losing one point of Intellect permanently. If the damage equals or exceeds 30, the victim dies automatically. The manoeuvre is part of a Full Attack and replaces one regular Attack.
Called shot to a vital organ	-8	<b>Damage taken</b> x3, the victim must roll Body against <b>Damage taken</b> , or loses one HP every round until death. A Restoration or Medicine roll against DL 15 saves the victim. The manoeuvre is part of a Full Attack and replaces one regular Attack.
Called shot to the eye	-12	<b>Damage taken</b> x4. If the <b>Damage taken</b> is 5 or more, the eyeball is injured and starts to flow out (Restoration or Medicine check against DL 30 is required to stop this), which results in the complete loss of the eyeball within a day. If the <b>Damage taken</b> is 10 or more, the eyeball is automatically crushed. If the <b>Damage taken</b> is 20 or more, the blow also smashes through the eye socket into the brain, causing automatic death. The manoeuvre is part of a Full Attack and replaces one regular Attack.
Called shot to the throat.	-10	<b>Damage taken</b> x3. If the <b>Damage taken</b> is 10 or more, the vocal cords are cut (only Restoration check against DL 25 allows for the character to ever make a gentle sound). If the <b>Damage taken</b> is 15 or more, the larynx is cut and causes the character to lose 1d4+1 HP per round until death (Restoration or Medicine check against DL 30 can save the character). If the damage is 20 or more, the neck is practically cut through and causes the character to lose 1d6+1 HP per round (only Restoration check against DL 35 can save the character). If the damage is 25 or more, the head is chopped off (depending on the weapon). The manoeuvre is part of a Full Attack and replaces one regular Attack.
Light/ Medium/ Heavy Armour- bypassing attack	-6/ -8/ -10	The character identifies a weak spot in the opponent's armour and strikes there, bypassing their Damage Reduction. <b>Only spears and short swords are suitable for Armour-bypassing attacks.</b> Other weapons cannot be used to make Armour-bypassing attacks. The manoeuvre is part of a Full Attack and replaces one regular Attack.
Armour Breaking Attack	-4	The Attack inflicts regular damage on the opponent if it hits, and the opponent's armour's DR becomes 1 point worse (even if the damage would not otherwise penetrate the armour). <b>Axes and maces are suitable for breaking armour</b> , while other weapons cannot be used to make armour-breaking attacks. The manoeuvre is part of a Full Attack and replaces one regular Attack.
Weapon-Breaking Strike	-4	If the strike is successful, the attacker rolls Damage against the Hardness of the weapon or shield, which determines whether the strike breaks the weapon or not. Not all weapons are suitable for this manoeuvre, so both players and the game master must evaluate the situation with a clear head. See below for more details. The manoeuvre is part of a Full Attack and replaces one regular Attack.
Charge	0	<b>Weapon damage</b> x2. <b>Only possible with lances, spears, and similar weapons.</b> In addition, there is a possibility to ride over opponents with a horse (see below for more details). The manoeuvre takes up the entire Action, including both movement and one Attack, see more details under Mounted Combat.
Breaking the Charge	0	<b>Weapon damage</b> x2. Possible only with spears or pikes. See more details under Mounted Combat. The manoeuvre uses up the Reaction.

## Called shots against different-sized creatures

When performing manoeuvres that aim at a particular body part, exceeding a certain amount of damage will trigger a specific condition such as bone fracture, unconsciousness, or even immediate death.

If the fight is against a creature whose size category is larger or smaller than medium, the damage requirements change at the same rate as the size category has more or less HP.

For example, a Called Shot to the Leg - damage of 10 or more means a fracture for a creature of medium size. For a dog (size category: small; base HP 5, Body multiplier ½), 5 damage is enough for a fracture. For a sword-toothed tiger (size category: large; base HP 20, Body multiplier x2), it would require 20 damage, and for a wyvern (size category: huge; base HP 80, Body multiplier x4), it would require 40 damage.

Size category (examples)	Base hit points/ Body multiplier for calculating hit points	Damage requirement multiplier
Tiny (cat, rabbit, fox)	1/ x¼	x¼
Small (dog, wolf)	5/ x½	x¼
Medium (human, deer)	10/ x1	x1
Large (horse, leopard)	20/ x2	x 2
Huge (elephant, wyvern)	80/ x4	x4
Gigantic (sperm whale, cyclops)	160/ x8	x8
Colossal (blue whale, hydra)	720/ x12	x12

Due to some creatures' anatomical peculiarities, the required damage may change, as explained in the creatures' own description.

## More about Weapon-Breaking Strikes

To break a weapon using the Weapon-Breaking Strike manoeuvre, the attacker must roll Damage that exceeds the weapon's Hardness. Weapons do not have HP, so the weapon's Hardness must be exceeded in a single strike.

If a weapon takes Damage equal to or greater than half its Hardness, its damage is reduced by one die size. For example, a weapon with a normal damage

of 1d12 now deals 1d10 damage, a weapon with a normal damage of 1d10 now deals 1d8 damage, a weapon with a normal damage of 2d4 now deals 1d6+1 damage, a weapon with a normal damage of 1d6+1 now deals 1d6 damage, a weapon with a normal damage of 2d8 now deals 2d6 damage, and so on. This change does not negate any magical bonuses the weapon may have. For example, a +1 katana that normally deals 1d10+1 damage now deals 1d8+1 damage.

A weapon can be repaired at a cost of 1/4 of its purchase price.

Weapon group	Hardness	Plus to Hardness from every Masterwork plus
Short swords	15	+3
Long swords	15	+5
Axes and Maces	8	+2
Spears	6	+2
Bows	2	+1
Crossbows and Firearms	8	+2
Wooden shields	10	+3
Metal shields	15	+5

\* When it comes to axes, maces, and spears, it is considered that some parts of the weapon are made of wood, bone, or some other easily breakable material. However, if the weapon is entirely made of metal, then the Hardness of these weapons is 15, which is further increased by +5 for each subsequent masterwork plus.

## Different Combat Situations

### Fighting on horseback

While a character can only move or attack during their Actions, being on horseback during battle allows for both. A mounted fighter can move at the full Movement Speed of their steed and make a Full Attack against anyone who gets in their way.

All individuals who possess a ranged weapon or anyone who a rider passes by have the opportunity to use their Reaction to attack the rider or their steed.

If the rider uses their Reaction to avoid an attack, they instead of Reflexes make a Riding check.

## Horse Parrying

When an attack targets the rider's mount, they must make a Ride check with a -4 penalty to avoid it. The horse does not have an individual Parrying ability, as its movement is controlled by the rider. If the rider has a long shield, its Parrying bonus is added to the horse's parrying roll (Ride check).

## Charge

A charge is a manoeuvre of horseback attack that takes a full round and has two benefits:

1. When charging, the **Weapon Damage** caused by the spear or other suitable weapon is doubled.
2. When charging, the rider can force the mount to ride over people who get in their way, causing them Damage as well.

When a character uses their Action to Charge, it takes a full round and they cannot use their Reaction during that round unless they have already used it.

The charger's horse moves quickly and nearly straight across the battlefield, and the charger can attempt to jump over obstacles such as rocks and fences with a Ride check. If the horse cannot jump over an obstacle, it will stop and the charge will fail. Refer to the Skills chapter for more information on Riding. Only warhorses trained to not fear the enemy can perform a Charge, but a beastmaster who speaks the language of horses can make a riding horse or other suitable riding animal Charge. To make a Charge, there must be enough room to gather speed, and the horse must move at least half of its Movement Speed before the final Attack.

If a character charges an opponent on horseback using a spear or spear-like weapon, the **Weapon damage** is doubled. Bonuses added from Body are added only once. The same doubling rule applies to Breaking a Charge, which is a Reaction that can only be done with a spear or spear-like weapon. **Weapon damage** from this Attack is also doubled.

If a successful charge is made, there is a chance that the spear will break, as there is when Breaking a Charge. Weapons break if the damage caused by them is greater than 20 or 30, see the Equipment chapter for more details.

A Charge always consists of only one Attack, even if the character would have had multiple attacks otherwise.

Breaking a Charge is a Reaction that allows the character to use their Action for something else. If the rider's charge is successfully intercepted, they must make a Ride check against the **Total damage** (i.e. before subtracting any DR) or fall off their horse.

If the character being charged does not have a pike or other reach weapon to Break the charge, they have two options:

1. Use their **Reaction to Avoid a Melee Weapon Attack** (if they are not otherwise engaged in melee combat)
2. Accept the Attack against them.

Individuals standing next to the target who are not involved in hand-to-hand combat can use their Reactions to **Jump in front of the Attack** if they so choose.

If the charging horse runs over someone (i.e. the person is in the path of the moving horse), it deals 2d6 Damage. To avoid this, the person in the horse's path can use their **Reaction to Avoid a Melee Weapon Attack** by jumping out of the way. They must make a Reflexes or Stealth skills check against the rider's Ride check. If the person has already used their Reaction, they automatically take the Damage. However, the charger cannot abuse this ability to trample over as many people as possible by charging in a zigzag pattern across the battlefield.

Anyone standing beside the charger's path can use an **Attack of Opportunity with a Melee Weapon** against them.

Anyone who is not engaged in melee combat and has a ranged weapon can use an **Attack of Opportunity with a Ranged Weapon** against the charger.

## Mounted Archery

Shooting from horseback with any ranged weapon is always done with a penalty unless the Mounted Archery ability has been taken.

There is no penalty for shooting from a standing horse.

When shooting from a horse that is moving, there is a penalty of -4 to the Attack rolls.

If the rider tries to shoot behind them while also moving, an additional penalty of -4 is added to the Attack rolls.

## Fighting in the Darkness

When fighting in complete darkness, all rolls for Reflexes, Parrying, and Attack have a penalty of -6. In dim light (such as a night in the forest), the penalty is -4. Ranged attacks are particularly difficult in darkness - in complete darkness, they have a penalty of -18 (only a stroke of luck can help), and in dim light, the penalty is -12.

A person with the ability Blind fighting benefits greatly from such a situation, as the penalties are halved for them.

A person who is blind in one eye or wearing sunglasses has a penalty of -2 on Perception rolls and on Attack rolls with bows, crossbows, and thrown weapons.

Wearing sunglasses in dim light is considered complete darkness, so the penalties are greater.

## After Tripping

If a fighter falls prone, all their Parrying, Reflexes, and Attack rolls against standing opponents have a penalty of -4. Getting up safely takes a whole Action, and getting up quickly preserves the character's Action, but gives their surrounding opponents an **Attack of Opportunity with a melee weapon**.

If both sides in the fight are lying down or somehow on top of each other, it is pointless to calculate penalties because both are in an equal position.

## Fighting with Throwing and Ranged Weapons

### Cover

Walls, trenches, fortress walls, and anything similar provide cover to their users. The cover is added to the Parrying roll of those behind it if they are actively engaged in Attacking from behind the cover, peeking out, or doing something similar that makes them part of the battle. If a person is on a ship, deep in their cabin, and the windows are closed, they cannot be shot at.

All buildings provide as much Parrying bonus as they provide to companies' Defense rolls in large battles.

Type of building	Cover
Palisade, bastions, ordinary wooden and stone houses, trenches, ships	+5
Small tower, fortified house, stone walls, merchant houses, palazzos	+10

Tower, large fortified house, North-Thefnan tower castle, gate tower	+15
Cannon tower, bastion with tunnels	+20

Jumping behind a tree or rock does not offer cover, but it can make the Attack impossible. See this under Reactions.

## Shooting Ranges

Bows, crossbows, and firearms have three shooting ranges:

1. The weapon's optimal range, marked in the weapon's characteristics as Range.
2. The weapon's medium range (Optimal range x2), within which an Attack roll is made at -6 penalty.
3. The weapon's maximum range (Optimal range x3), within which an Attack roll is made at -12 penalty.

Throwing weapons have two throwing distances:

1. The weapon's optimal throwing distance, marked in the weapon's characteristics as Range.
2. The weapon's maximum throwing distance (Optimal distance x2), within which an Attack roll is made at -6 penalty.

For example, a bow with an optimal range of 45 meters is capable of shooting up to 135 meters. After 45 meters, the attack throw is at -6, and after 90 meters, the attack throw is at -12.

It's worth remembering that after the optimal shooting range, firearms and crossbows lose their Piercing property.

## Morale

Most people and other living beings do not want to die. Many do not even want to be injured and would actually prefer to avoid any kind of fighting. Fighting to the last drop of blood is not usually characteristic of humans or animals.

When playing out fights, the GM should take into account that most living creatures will try to escape the fight or surrender when the scales start tipping against them. The goal of predators is to get food, not to die, while the goal of bandits is to get loot, etc.

If the GM wants to leave this decision to chance, they can use Morale rules. Morale rules only apply to NPCs. PCs only roll for Morale when their Soul HP and Soul attribute reach zero, or when some

creature's magical ability causes a Morale check. Otherwise, players never roll for their character's morale and decide for themselves when it makes sense to flee or not. However, NPCs fighting on the same side as the players, roll for Morale on the same basis as other NPCs.

A morale check is a Willpower roll against a specific Difficulty Level, which depends on the situation. Animals, who do not have a Soul attribute, simply roll a d20 for Morale.

An NPC's morale and when they need to roll for morale is characterized by one of four words.

### **Craven**

Most animals and most people who are not professional combatants are cowardly in terms of battle morale. They do not really want to fight or get hurt. A cowardly creature will only attack someone in the most critical situation or when they are completely sure of their victory.

Craven creatures roll for morale immediately when attacked.

### **Regular**

Regular morale is typical for most NPCs that PCs encounter in combat: most predators, soldiers, bandits, etc. NPCs with regular morale prefer to attack weaker opponents but are also willing to face stronger opponents. However, they will try to retreat or flee from the battlefield if they are badly injured or if the tide of the battle starts turning against them.

### **Brave**

Brave represents various special warrior cultures, heroic kensais, samurai bodyguards of high nobles, etc. In the animal kingdom, this group includes all sorts of insects that simply do not understand when the fight is over. NPCs with brave morale may fight to the last drop of blood without rolling for morale because of honour, loyalty, or other reasons. However, this does not mean that the GM cannot say that they flee if it seems more reasonable.

An NPC with brave morale must roll for morale only when they are the only one left of all their companions.

### **Fearless**

Some creatures from the Otherworld are fearless, as well some undead. NPCs with fearless Morale never check for Morale.

<b>Reason for Morale check (who rolls):</b>	<b>Morale check DL</b>
The creature is being attacked (Craven)	10
NPC has lost half of their hit points (Craven, Regular)	10
The leader of the NPC group has been killed, captured etc. (Craven, Regular)	10
Even before the battle, it is clear that the opposing side is significantly stronger. For example, there are several times more of them. (Craven, Regular)	15
The odds are against the NPCs. Half of the NPCs are severely wounded (unconscious), dead, or have fled. (Craven, Regular)	15
NPCs are facing unknown creatures that they have no skills or weapons to fight against. For example, creatures from the Otherworld and no one has silver weapons. (Craven, Regular, Brave)	15
The battle is essentially over. The wounded NPC is the last one standing. (Craven, Regular, Brave)	15

If the morale check fails, the NPCs first try to retreat, then flee, and if that is not possible, negotiate and surrender (to surrender themselves as prisoners).

The failure of a morale check does not mean that the character is unable to defend themselves or attack someone. If an NPC's morale check fails and they flee, but they are pursued or attacked again, they may return to combat according to the GM's instructions as their initial plan to get out of the fight did not work.

In one combat encounter, an NPC can make multiple Morale checks. For example, a Craven NPC makes a Morale check at the beginning of the combat against a Difficulty Level of 10, when they have lost half of their hit points, they make another Morale check against a DL of 10, and if the whole battle turns against them, they make another Morale check against a DL of 15. However, they only have to make one Morale check against the same condition.



## **Chase Rules**

During a conflict, characters may need to chase someone, be chased, or flee from battle, and in such cases, different rules apply than in regular combat. The chase rules assume that the chase takes place in an environment that offers various escape possibilities, such as city streets, forests, or mountains, rather than a smooth and clear football field.

The person being chased during a chase needs to collect five otherwise meaningless Escape Points to escape. The chase ends when the person being chased collects the necessary 5 points, the pursuer gives up the chase, or the Chase Points reach negative values, indicating that the person being chased is caught, and hand-to-hand combat begins.

### **The Start and Participants of the Chase**

The chase begins when one party decides to flee the conflict, and someone decides to start chasing them. If the escape begins from close combat, the pursuers may be able to attack the escapees at the beginning of the chase according to the rules of combat, including the possibility of an Attack of Opportunity against a fleeing person. Once the chase rules take effect, the turn order is reset.

During the chase episode, the escapees always start the turn and the pursuers react to the escapees' decisions. If the pursuers decide to shoot the escapees, the escapees may reconsider their previous decision.

The chase can take place individually or in a group, depending on the decision made at the beginning of the chase. If the chase takes place in a group, the group functions as one organism, and if individually, each person being chased must also have an individual pursuer. During the chase, characters may also separate from the group, but if no one is chasing a separated character separately, they automatically collect points until they get five points.

During the chase, various skill checks are made, and only one group member throws the skill check. Depending on the situation, this can be the character with the best or worst skill level in the group. For example, the person with the worst Athletics skill level throws if they try to climb onto the roof of a building, while the person with the highest Riding skill level throws if a carriage is used for escape.

If the skill check fails, the rest of the group may decide to separate from the weakest link and leave them behind. In that case, their skill check is thrown again, assuming they are still being chased.

### **Collecting and Losing Escape Points**

The first Escape Points are earned at the beginning of the chase, where escapees compare their Movement Speed to that of the pursuers. If their speed is higher, they earn an Escape Point. However, if speeds are equal or lower, no points are lost. It's important to note that escapees cannot lose points, as this would make escape impossible. In group settings, the Movement Speeds of the weakest links are taken into account.

The second Escape Point can be obtained if the Game Master deems the escapees to be far enough away from the pursuers at the beginning of the chase. For example, if the escapees are on a rooftop tens of meters away, while the pursuers are still on the street.

No further points can be earned before the chase begins.

During the episode, escapees can perform various manoeuvres, such as using Stealth skills or Athletics to navigate through the forest, or Riding to escape on horses. The effectiveness of these manoeuvres is measured by a skill check, which the pursuers counter with their own opposed skill throws. If the escapees score higher, they earn an Escape Point. Conversely, if the pursuers score higher, the escapees lose one point. If the scores are equal, the escapees earn one point.

There are no restrictions on how the escapees decide to escape; it is a role-playing decision that depends on the atmosphere. Each manoeuvre can be different. Most likely, however, the majority of escape checks are either Athletics, Riding or Stealth skill checks, countered by Athletics, Perception or Wilderness skills checks. However, there are no restrictions on how the escapees choose to escape, and they can use their creativity to think of different ways to use other skills to evade their pursuers.

During the chase, both sides have the option to make ranged attacks. However, the Game Master may impose penalties or restrictions on attacking if one side is hidden or too far away from the usual range.

If the escapees choose to attack their pursuers with ranged weapons, there are three possible outcomes.



1. If the pursuers opt to defend themselves conventionally, they roll for Parrying, and a normal Attack occurs without any change to the escape point score.
2. On the other hand, if the pursuers recklessly move closer to the escapees without trying to defend themselves, they make a Reflex check, making them easier to hit, but the escapees lose one Escape Point.
3. Finally, if the pursuers decide to hide behind something to avoid the Attack, no Attack rolls are made, and the escapees get one Escape Point, allowing them to move forward undisturbed.

If the pursuers want to attack the escapees with ranged weapons, the pursued can reconsider their earlier decision. There are three possibilities:

1. The escapees decide to defend themselves by making Parrying rolls. A normal Attack occurs, and the score of the Escape Points does not change.
2. The escapees decide not to defend themselves but instead use Reflexes to move actively away from the pursuers. They are easier to hit, but they automatically gain one Escape Point.
3. The escapees decide to hide behind something to avoid the Attack. Although the pursuers shoot at them, no Attack rolls are made. This allows the pursuers to catch up to the escapees undisturbed, and the escapees lose one Escape Point.

If the Escape Points reach five, it means the escapees have successfully escaped and are out of sight or perception range of the pursuers. The pursuers can still continue to pursue them, track them, etc., but this is a separate episode. If the escape points fall into the negatives, the escapees are caught, and hand-to-hand combat begins.

### **Loading firearms during the chase**

Since only ranged weapons can be used during the chase, and loading some of them takes one combat round (10 seconds) according to the combat rules, the question arises whether firearms and crossbows can be loaded during the chase? It depends. As mentioned, the chase episode turn has a narrative length ranging from one combat round to several or even dozens of minutes. This decision is up to the GM depending on the nature of the chase.