

AT THE TABLE

Say what you try. Roll only when the outcome is uncertain.

START HERE

1. Say what your character is trying to achieve.
2. The GM tells you whether to roll, which **skill** to use and any **+B** / **-P**.
3. Roll **D100**. A result at or below your skill succeeds unless it Fumbles.
4. Apply the result and continue the scene.

READ A D100 ROLL

Result	Meaning
Critical	01 through 1/10 of skill, rounded down; at least 01 if skill is above 0%.
Success	At or below skill, unless Critical or Fumble.
Failure	Above skill, unless Fumble.
Fumble	99-100 below 100% skill; only 100 at 100% skill.

On percentile dice, choose one die as **tens** and one as **units**. 00 means 100, not zero.

BONUS AND PENALTY DICE

Cancel +B and -P one for one; keep at most **+3B** or **-3P**. Roll one extra tens die per remaining die and pair every tens die with the same units die.

Bonus: keep the better grade. Within the same Critical/Success grade, keep the **higher** number; within Failure/Fumble, keep the **lower** number. **Penalty:** make the opposite choice.

OPPOSED TESTS

Both sides roll and choose their final result. Compare:

1. **grade:** Critical > Success > Failure > Fumble;
2. **number:** higher Critical/Success or lower Failure/Fumble;
3. **unmodified skill;** then the defender wins an exact tie.

HELP AND PREPARE

Assist: explain how you help. Normally you need **26%** in the relevant skill. Meaningful help gives **+1B total**, not per helper; exceptional combined help may give +2B.

Prepare with Lore: a successful Lore test gives **+1B to one directly related test soon after**, when that knowledge can help.

RESIST AND FIGHT

- **Dodge:** evade danger.
- **Persistence:** resist fear or coercion.
- **Resilience:** endure hardship.
- **Close Combat:** held weapons and Parry.
- **Ranged Combat:** shoot or throw.
- **Unarmed Combat:** punch, kick or grapple.

KNOW

- **Culture:** society and customs.
- **Language:** communicate.
- **Lore:** specialist knowledge.
- **Natural Lore:** nature and survival.

ACT

- **Athletics:** climb, jump, run, swim.
- **Craft:** make and repair.
- **Deception:** mislead or conceal.
- **Driving:** carts and wagons.
- **Engineering:** build, repair or sabotage.
- **Healing:** treat injuries.
- **Influence:** persuade or intimidate.
- **Mechanisms:** locks and traps.
- **Perception:** notice danger.
- **Performance:** entertain.
- **Riding:** control a mount.
- **Sailing:** boats and ships.
- **Streetwise:** rumours and illicit contacts.
- **Trade:** value and negotiate.

SPEND A HERO POINT

Each use costs **1 point**:

- **Reroll:** reroll a failed test, including a Fumble, before consequences or costs. Keep the new result; only one reroll per test.
- **Downgrade a Major Wound:** keep the HP loss, but prevent Wounded and Bleeding from that hit.
- **Avoid Death:** at 0 HP, become stable and unconscious, without Bleeding or Dying. Awaken after the scene at **1 HP**; existing Wounded remains.
- **Story benefit:** add a plausible favourable detail with GM approval. Larger benefits may cost more points. Downgrading a wound and avoiding death are **separate costs**. Injury and recovery: card 3.

COMBAT CHOICES

Pick an intention first; then spend the actions it needs.

START COMBAT

Roll **1D10 + Combat Order**; highest acts first. Ties: higher **DEX**, then reroll between tied characters. **Close** is within **2 m**; farther is Ranged.

Each five-second round gives **1 Combat Action + 1 Movement Action + 1 base Reaction**. Actions follow Combat Order; Reactions answer triggers. Unspent actions do not carry over.

ON YOUR TURN

Spend	Common choices
Combat Action	Attack, Aim, grapple, intimidate, Set Weapon, Delay, use a skill or object.
Movement Action	Move, stand/drop prone, disengage, ready one item.
Both Actions	Withdraw, Sprint or Charge.

An option cannot conflict with Actions or Reactions you already used this round.

Delay: take your Combat Action after a chosen participant later this round. To interrupt an action already beginning, oppose the relevant skills; winner acts first.

MOVEMENT CHOICES

Choice	Cost and effect
Disengage	Movement Action: move normally; an adjacent enemy may make an Opportunity Attack.
Withdraw	Both Actions; move normally without those Opportunity Attacks. Keep your base Reaction.
Sprint	Both Actions; move up to twice Movement; keep only base Dodge.
Charge	Both Actions + all Reactions; move 5 m to twice Movement straight, attack, +1D6 on a hit.

Set Weapon: Combat Action; brace a ready **Set-tagged weapon**. A Charge into reach before your next turn triggers one attack at **+1B, before the Charge**, with no further cost. Works once; any Action or Reaction unsets it.

INTIMIDATE

Combat Action: state a demand and oppose **Influence vs Persistence**. The GM decides the response; success creates pressure, not mind control.

POSITION YOURSELF

Close-combat situation	Effect
Target prone, flanked or attacked from behind	Attack +1B
You have higher ground	Attack or defence +1B
You are prone or on unstable ground	Affected test -1P
Target helpless	Automatic Critical attack

An unaware defender cannot React. Being behind someone does not automatically make you unnoticed. Combine different causes, then cancel and cap +B/-P.

RANGED CHOICES

Aim: Combat Action, +1B to your next shot at that visible target. Lose it if you React, lose sight, or do not shoot with your next Combat Action.

Up to listed Range: normal. Beyond Range through twice Range: **-2P**. Partial cover **-1P**; substantial cover **-2P**. Beyond twice Range or with no clear attack line: no shot. Cover affects the attack, not damage.

Target prone: attack -1P. **Enemy within Close range:** attack -2P per enemy. Defence: card 3.

READY AND RELOAD

Ready: draw one item or nock an arrow while moving up to half Movement. Stow one and draw another, or ready two items: the whole Movement Action.

Crossbow reload	Cost
Light	Movement Action + base Reaction
Heavy	Both Actions + all Reactions

GRAPPLE

Combat Action, adjacent target, free hand: **Unarmed Combat**. An aware target may spend **one eligible Reaction** to oppose with **Dodge or Parry** (card 3). **Win to hold; if undefended, succeed unopposed.**

Both lose Movement Actions and take **-1P on every test**. Attack/Parry only unarmed or with a ready **Light one-handed weapon**.

Escape: Combat Action; win opposed Unarmed Combat (holder's roll costs no Reaction). Holder may release freely on their turn.

ATTACK, DEFEND & RECOVER

Resolve the defence, apply damage, then check for wounds.

ATTACK AND DEFEND

Test **Close, Unarmed or Ranged Combat**. After a hit, an aware defender may spend **one Reaction**. Ordinary attacks are not opposed tests; grapples are.

Incoming hit	Ordinary defence
Melee / unarmed	Dodge normally, or Parry with an eligible ready item.
Thrown weapon	Dodge -1P; guard with a ready weapon -1P or shield normally.
Arrow / bolt / sling	Dodge -1P; guard with a ready shield -1P.

Dodge: base Reaction only, once per round; success avoids an ordinary hit. **Parry/guard:** Close Combat, or Unarmed Combat against an unarmed attack.

Opportunity Attack: spend an eligible Reaction on one Close Combat attack when an adjacent enemy disengages or creates a clear opening.

PARRY AND ORDINARY DAMAGE

Your parrying item's Size	Damage blocked
Same Size or larger	All
One Size smaller	Half
Two or more Sizes smaller	None

Sizes: **Light, Medium, Heavy, Huge**. Unarmed attacks and arrows, bolts and sling projectiles are Light; thrown weapons keep their listed Size.

Order: **roll damage -> apply Parry -> subtract AP -> lose remaining HP**. Minimum damage and HP: 0. Round halves up.

Add **DM** to melee, unarmed and thrown damage. Bows, crossbows and slings use their listed damage.

CRITICAL ATTACKS

Defender's Reaction	Result
None, failure or Fumble	Maximum weapon damage + maximum positive DM when applicable; ignore armour . No other bonus damage.
Ordinary success	Roll normal damage and apply armour. The defence does not stop or reduce the hit.
Critical success	No damage , regardless of Parry Size.

A Critical defence also stops an ordinary hit. A Fumble brings a consequence chosen by the GM.

YOUR OTHER HAND

With **two ready one-handed items**, choose one extra option per round. A free hand counts; a two-handed item does not qualify.

- **Extra attack:** immediately after a standard Close Combat or Unarmed Combat attack, attack with the other item at **-1P**, at no Action or Reaction cost.
- **Extra defence:** reserve the other item for one extra Parry or Opportunity Attack at **-1P**. This extra Reaction **cannot Dodge**.

Using either locks out the other. Your base Reaction remains. Charge, Set Weapon and Opportunity Attacks do not trigger an extra off-hand attack.

WOUNDS AND 0 HP

One hit's damage after protection **at least equal to MWL** causes a Major Wound. Apply HP loss and both conditions:

- **Wounded:** -1P on every test.
- **Bleeding:** lose 1 HP at each round's end.

These conditions do not stack; a new Major Wound can restart Bleeding.

At **0 HP**, you are unconscious and Dying. Die at the end of the **third round after reaching 0 HP** unless stabilised. Hero Points can help: card 1.

STABILISE SOMEONE

An adjacent helper spends **both Actions + all Reactions** and rolls **Healing**. Both stay stationary. Without suitable supplies: **-2P**.

Success removes **Bleeding and Dying**, but restores **no HP**. Wounded remains; a stable patient at 0 HP is still unconscious.

TREAT INJURIES AND REST

Ordinary damage: if not Wounded, receive **one Healing attempt** between an encounter and your next full rest. Success restores **1D4 HP**, up to maximum HP.

Major Wound: after stabilisation, successful **Surgery** uses Healing in safe conditions outside combat. It restores **1 HP** and allows natural recovery to begin. Without a Healing Kit, treatment and Surgery take **-2P**.

Rest: no more than light activity restores **CON / 4 HP per 24 hours**, rounded nearest with halves up, up to maximum HP. A Wounded character needs Surgery first; Wounded ends once **current HP is greater than MWL**.