



ACTIONS		MODIFIERS		BREAKING THINGS			RESISTANCE CHECKS																																	
Auto Success: 00-05 Critical Success: doubles and succeed Auto Failure: 95-99 Critical Failure: doubles and fail Multi-Action: -20 skill/ability checks after 1 st action. MOV is free.		Difficulty Modifier <i>Easy</i> +10 <i>Routine</i> +5 <i>Normal</i> - <i>Challenging</i> -5 <i>Hard</i> -10 <i>Very Hard</i> -20 <i>Improbable</i> -40 <i>Yeah, Right</i> -60		Size Examples Wood* Stone* Iron* Small <i>barrel,</i> <i>chest,</i> 10 20 80 <i>chair, etc.</i> Medium <i>door, large</i> <i>crate,</i> 20 40 160 <i>table, etc.</i> Large <i>wall, cart,</i> <i>row boat,</i> 40 80 320 <i>shelter, etc.</i>			STR - an effect that is to be endured and resisted through pure durability. DEX - an effect that is to be avoided through nimble feet, diving for cover, etc. LOG - an effect that is to be resisted through dramatic intellectual insight, keen perception, etc. WIL - an effect that is to be resisted through sheer force of will, counteractive presence, etc. Spells - resisting the effects of a spell carries a penalty equal to 10 x the spellcaster's level. Shields - resisting physical attacks while wielding a shield offers a +20 bonus to the resistance check. Disadvantage: A character is considered to be at a disadvantage in his resistance check if any of the following circumstances are true. These are examples, others may exist, consult your GM. When a character is at a disadvantage, he may only make a half ability check instead of a full ability check. For instance half a DEX of 50 would be 25 (35 if using a shield against physical attack). <ul style="list-style-type: none"> » Your opponent hits you with a weapon in melee and you have no weapon. » You are hit with a ranged weapon (such as a sling, arrow, etc.) » You are outnumbered two to one or more in melee (2:1). » You are unaware of the threat. Some examples include: a spell cast from the shadows (and you are not watching for such a threat), taking a swig of poisoned wine (instead of just taking a small taste first), etc. 																																	
MINOR NPC One Score: Score representing abilities/skills Descriptor: Describing profession. On Attack: Multi-actions; only 1 attack/turn INIT: 5 BP: 10 Minimal Gear		Ad-Hoc Modifiers: Benefit +10, Hindrance -10		* Lists the number of BP objects have, when a thing reaches 0 BP, it no longer functions as its intended purpose.			GETTING HURT Acid / Burning oil Mild:1D/2, Moderate:1D, Severe: 2D. Death Creatures reach 0 BP they are dead. Characters reach 0 BP they are unconscious. End of encounter STR check or die (wakes up with 1 BP) Dehydration 3 days w/o water, loose 1D BP each day thereafter. Drowning / Suffocating Hold breath for STR/2 turns. Each turn thereafter he loses 1D BP. Exhaustion / Fatigue / Sleep deprivation -10 to actions until eliminate factor that cause exhaustion. Falling For each 10 feet above the ground, a character suffers 1D damage. Fire Torch 1D/2, Burning building 1D/turn exposed, Inferno 2D/turn exposed, roll 1D, on 6+ object catches fire Starvation - 3 weeks w/o food, loose 1D BP each day thereafter. Eating healthy each day restores 5 BP. Stun/Daze/Shock/Unconscious - Make a STR check. If you fail, you are stunned and may make a new check each turn until you recover.																																	
<table border="1"> <thead> <tr> <th rowspan="2">Mode of Transport*</th> <th colspan="4">MOVEMENT</th> </tr> <tr> <th>Plains/ Desert</th> <th>Hills/ Desert</th> <th>Forest/ Jungle</th> <th>Marsh/ Mountains</th> </tr> </thead> <tbody> <tr> <td>Walking</td> <td>10</td> <td>10</td> <td>8</td> <td>5</td> </tr> <tr> <td>Mounted</td> <td>20</td> <td>15</td> <td>10</td> <td>5</td> </tr> <tr> <td>Cart/Wagon</td> <td>15</td> <td>15</td> <td>10</td> <td>-</td> </tr> <tr> <td>River</td> <td colspan="4">15 downstream, 5 up-stream</td> </tr> <tr> <td>Ship</td> <td colspan="4">40 with trade-winds, 20 against</td> </tr> </tbody> </table>		Mode of Transport*	MOVEMENT				Plains/ Desert	Hills/ Desert	Forest/ Jungle	Marsh/ Mountains	Walking	10	10	8	5	Mounted	20	15	10	5	Cart/Wagon	15	15	10	-	River	15 downstream, 5 up-stream				Ship	40 with trade-winds, 20 against				MOV - A character can move his listed MOV as a free action. Sprinting - A character can double his listed MOV by making a DEX check. If unsuccessful, he moves only 2 additional spaces. This can only be tried once per turn. Stealthy Movement - A character moves at half his normal MOV rate when sneaking. Swimming - A character can swim half his listed MOV rate. Weapon Range - Weapons are ineffective beyond their listed Range.		CONDITIONS Dazed - The PC has a -10 to all actions. The condition stacks. Also stacks with fatigued. Fatigue - When a PC is exhausted (from lack of sleep, being encumbered, starving, environmental exposure, etc.) he suffers a -20 to all actions until he eliminates whatever factor has fatigued him. The condition stacks. Also stacks with dazed. Immobilized - The PC cannot move but is aware and can continue to perform other actions. Paralyzed - The PC is immobilized, aware of his surroundings, and cannot take any actions except to resist the effect which caused this condition. Petrified - The PC has turned to stone, has DR20, is unaware of surroundings, cannot move or take actions. Proned - The PC is on the ground, is at a disadvantage in DEX-based resistance checks, and suffers a -20 to attacks with melee or thrown weapons. Slowed - The PC moves at half his normal MOV rate. Stunned - The PC can take only a single action each turn (no multi-actions). Surprised - The PC is assumed to roll a 1 for initiative and suffers a -10 penalty to any action that turn (stacks with dazed and fatigued). Unconscious - The PC falls prone, is unaware of his surroundings, and cannot take any actions for the duration of the encounter. Weakened - All damage the PC deals is halved.		
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		EARNING DP Survival - PC survived the session. Ability - made an ability check. Skill - made a skill check. Discovery - one previously unknown thing your PC learned about the realm/ people. Role-playing - for each descriptor you demonstrated during the session. Innovation -PC faced non-combat obstacles that required you to take an innovative role in overcoming. Notoriety - people witnessed PC's deeds and will speak of them, whether as fame or infamy Personal - PC had a personal stake in the adventure. Victory - PC engaged in combat during and lived to tell the tale. Success - the story had a main goal and it was achieved during this session.																																						