

basic rules

now following: the basic rules (needed for social adventures without combat)

| | |
|-------------------------|---|
| GM | GM = Game Master, the moderator/host of a game session, knows the story/riddles, plays the NPCs, decides |
| PC | PC = Player Character, a character that is controlled by a player, usually has a pool of LUCK too |
| NPC | NPC = Non-Player Character, a character that is controlled by the GM, e.g. a friendly farmer or an evil villain |
| race | the race of a character defines physical properties, e.g. how big, how many arms, how fast, how strong, etc. |
| culture | the culture of a character adds some properties, that usually are mental (dis)advantages |
| career | the career of a character adds some properties, that usually are talent advantages |
| an adventure | a story with problematic situations that the PCs have to overcome, in the end there's a reward (often: [rise LVL]) |
| social adventures | special adventures with a strong focus on social interaction and diplomacy and without physical violence |
| | |
| no rule available | if no rule is available for a certain player action the GM may either improvise a new one or say that it's impossible |
| cinematic actions | many actions don't need rules – they just fit to the game and move the story/plot in the right direction |
| reduced complexity | GM may always estimate effects and throw away most of the game rules (who can remember all that stuff?) |
| | |
| d20 | a 20-sided die with the numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20 (average: 10.5) |
| d6 | a 6-sided die with the numbers 1, 2, 3, 4, 5, 6 (average: 3.5) |
| d3 | a 6-sided die, with: 1 and 2 = 1, 3 and 4 = 2, 5 and 6 = 3 (average: 2) |
| d2 | a 6-sided die, with: 1 and 2 and 3 = 1, 4 and 5 and 6 = 2 (average: 1.5) |
| d1 | not really a die, just means: "will always be a 1" (minimum, average and maximum is 1) |
| 2d6+5 | an example for how dice are combined: roll two d6 and add five (results in a number between 7 and 17) |
| | |
| you don't need math | the automatic character sheet calculates for you and usually + (plus) and - (minus) for modifiers is all you need |
| working without + and - | even easier: hard task = "roll twice, select the worse result", easy task = "roll twice, select the better result" |
| if you like math... | well, some people want to calculate the things manually – in that case, here are some rules for calculations: |
| factors and divisors | factors are things like "x 100" or "x3", divisors may be things like ": 3" or ":10" |
| rounding numbers | rounding numbers after division: always round down, e.g. 14:5 = 2, 11:3 = 3, 9:2 =4 (how often does number fit in) |
| 50% (or "half") | the same as (number : 2), for example: 50% of 61 is 30, 50% of 62 is 31, 50% of 1 is 0 |
| 10% | 10% are 1/10 (one tenth), for example: 10% of 23 is 2.3 (or 2) and 10% of 9 is 0.9 (or 0), always round down |
| 90% | 90% are minus 1/10 (minus one tenth), for example: 90% of 23 is 23 minus 2.3 (minus 2), so it's 21 |
| 20%, 30%, 40%, ... | 20% are (x2 and :10), for example: 20% of 23 is (2x23 :10) or (46 :10) or (4.6) or 4 (always round down) |
| | |
| attributes | the four attributes INT, CHA, DEX, STR and the "fifth attribute" LVL |
| INT | INT = "Intelligence", the mind power of a character, one of the four attributes |
| CHA | CHA = "Charisma", the looks and social skills of a character, one of the four attributes |
| DEX | DEX = "Dexterity", the agility and intuitive moves of a character, one of the four attributes |
| STR | STR = "Strength", the muscle power and constitution of a character, one of the four attributes |
| LVL | LVL = "Level", which is the "fifth attribute" and ranges from 1 (noob) to 20 (maxed-out character) |
| | |
| [INT] | check on INT (intelligence), if d20 rolls lower than characters INT it's a success, else it's a fail |
| [INT+X] | check on INT (intelligence), if d20 rolls lower than (characters INT)+X it's a success, else it's a fail |
| [INT-X] | check on INT (intelligence), if d20 rolls lower than (characters INT)-X it's a success, else it's a fail |
| [CHA] | check on CHA (charisma), if d20 rolls lower than characters CHA it's a success, else it's a fail |
| [CHA+X] | check on CHA (charisma), if d20 rolls lower than (characters CHA)+X it's a success, else it's a fail |
| [CHA-X] | check on CHA (charisma), if d20 rolls lower than (characters CHA)-X it's a success, else it's a fail |
| [DEX] | check on DEX (dexterity), if d20 rolls lower than characters DEX it's a success, else it's a fail |
| [DEX+X] | check on DEX (dexterity), if d20 rolls lower than (characters DEX)+X it's a success, else it's a fail |
| [DEX-X] | check on DEX (dexterity), if d20 rolls lower than (characters DEX)-X it's a success, else it's a fail |
| [STR] | check on STR (strength), if d20 rolls lower than characters STR it's a success, else it's a fail |
| [STR+X] | check on STR (strength), if d20 rolls lower than (characters STR)+X it's a success, else it's a fail |
| [STR-X] | check on STR (strength), if d20 rolls lower than (characters STR)-X it's a success, else it's a fail |
| [LVL] | check on LVL (level), if d20 rolls lower than characters LVL it's a success, else it's a fail |
| [rise LVL] | check on LVL (level), if d20 rolls higher than characters LVL then the LVL increases by +1 (e.g. end of adventure) |
| [comparative INT] | you and opponent(s) check on INT, whoever goes deeper below value wins (is higher up in the list) |
| [comparative CHA] | you and opponent(s) check on CHA, whoever goes deeper below value wins (is higher up in the list) |
| [comparative DEX] | you and opponent(s) check on DEX, whoever goes deeper below value wins (is higher up in the list) |
| [comparative STR] | you and opponent(s) check on STR, whoever goes deeper below value wins (is higher up in the list) |
| [comparative LVL] | you and opponent(s) check on LVL, whoever goes deeper below value wins (is higher up in the list) |
| [comparative d20] | the one with the higher value rolled wins, draw situation if same number was rolled |
| working under stress | [STR] and [INT] and [LVL] and [CHA] and [DEX] get -1d6, [STR] also gets +1d6 (adrenalin), less time needed |
| | |
| crit1 | role of 1: fantastic success (if checked value was 2: like a crit2, if checked value was 1: normal success) |
| crit2 | role of 2: good success (if checked value was 2: normal success, if checked value was 1: normal fail) |
| blooper19 | role of 19: miserable failure (if checked value was 19 or higher: normal success) |

| | |
|-------------------------|---|
| blooper20 | role of 20: catastrophic failure (if checked value was 19: like a blooper19, if value was 20: normal fail) |
| details of crit/blooper | the details of the consequences of crit1, crit2, blooper19, blooper20 are determined by the GM |
| second attempt | sometimes it's possible to repeat a roll once without using LUCK, but only by someone who has a higher value |
| second attempt (talent) | sometimes it's possible to repeat a talent check without using LUCK, but only by someone who has a higher tier |
| no second attempt | no second attempt is allowed, examples: [CHA] failed and orcs start attack, blooper20 in [alchemy] – explosion |
| chance roll | a chance to be checked against, most common the [50%] but may be others like [95%] or [5%] |
| [50%] | chance roll – d20 roll must be in (1-10) to succeed, whereas (11-20) means a failure |
| [...%] | d20 roll for chance: 5%(1), 10%(1-2), 15%(1-3), 20%(1-4), 25%(1-5), 30%(1-6), 35%(1-7), ... |
| (dis)advantage | property that either gives an advantage (positive cost) or is a disadvantage (negative cost) or is neutral (+/-0) |
| (dis)advantage slots | every character has 20 slots available for all its (dis)advantages |
| (dis)advantage: cost | advantages cost points, disadvantages give points, neutral properties don't change the balance of costs |
| balance | the sum of all costs of a character, usually it must be lower than or equal to that character's LVL (Level) |
| gains advantage | gets a new advantage due to event, the player can chose which of the 20 slots (also: can reject it, usually) |
| gets disadvantage | gets a new disadvantage due to event, must use a free slot (if no slot free: GM choses the slot) |
| good fairy | good fairy that protects (dis)advantage slot will neutralize any disadvantage here and protect from evil fairy once |
| evil fairy | evil fairy that lurks in (dis)advantage slot will neutralize any advantage here and prevent a good fairy once |
| evil and good fairy | if a good fairy and an evil fairy are interested in the same (dis)advantage slot, they will cancel each other |
| talent | an action during the game (e.g. building a house) for which the player may buy a talent advantage |
| talent advantage | an advantage that makes applying a talent easier and leads to better results (if check was successful) |
| talent check | a check on INT or other attributes, may use a talent advantage (which will give a +1/+2/+4 bonus) |
| theoretical question | a purely theoretical question related to a talent – always checked against INT |
| talent tier | one of the four talent tiers: "untrained", "pro", "expert", "master" |
| untrained | no talent advantage available (+0 bonus during talent checks for this talent), success: basic result |
| pro | the lowest tier of talent advantages (+1 bonus for talent checks), successes lead to good results |
| expert | the medium tier of talent advantages (+2 bonus for talent check), successes lead to better results |
| master | the highest tier of talent advantages (+4 bonus for talent check), successes lead to best possible results |
| taking one's time | sometimes possible, increases bonus: +1 (untrained), +2 (pro), +4 (expert), +8 (master) |
| use lower talent tier | even a "master" can always opt to use the effect of "untrained" (lower tier effects are always possible) |
| quality | the quality of an item or piece of art (or alchemist's potion), from 0 (abomination) to 20 (excellent work) |
| quality (untrained) | if the talent check was successful, the resulting product will have a quality of 4d6-4 |
| quality (pro) | if the talent check was successful, the resulting product will have a quality of 3d6+2 |
| quality (expert) | if the talent check was successful, the resulting product will have a quality of 2d6+8 |
| quality (master) | if the talent check was successful, the resulting product will have a quality of 1d6+14 |
| quality of alchemy | 20 is class "A" (excellent), 19 to 16 is "B", 15 to 11 is "C", 10 to 1 is "D", 0 is "R" (reverse effect), failed: "dirty water" |
| derived value | another number that is calculated from the four basic attributes by using a factor (or divisor) |
| pool of points | a pool of points has a maximum, a minimum of zero, and the points usually can be spend in some way |
| MAGIC | derived value and pool of points, derived from INT, most beings have a factor of zero for this |
| LUCK | derived value and pool of points, derived from CHA, only heroes and powerful villains have a non-zero factor |
| SPEED | derived value, derived from DEX, usually a being can move up to about SPEED x 1 yards per round |
| LIFE | derived value and pool of points, derived from STR, the average medium value for this is a factor of 4 |
| principle | one basic aspect that is often accredited to one of the gods (or one single god) |
| principle: mind | the "INT principle" or "Imaginum" (female: "Imaginarra" / male: "Imagino") or "god of mind" or "mind energy" |
| principle: people/peace | the "CHA principle" or "Plassum" (female: "Placianna" / male: "Placius") or "peace god" or "peace energy" |
| principle: body | the "STR principle" or "Taurum" (female: "Tauranna" / male: "Tauromos") or "strength god" or "body energy" |
| principle: agility | the "DEX principle" or "Dexus" (female: "Dexeria" / male: "Dexter") or "god of agility" or "movement energy" |
| principle: wisdom | the "LVL principle" or "Sagerrum" (female: "Sagerianna" / male: "Sagerian") or "god of wisdom" or "dream energy" |
| principle: fighting | the "war principle" or "Armatium" (female: "Armetarra" / male: "Armates") or "god of war" or "combat energy" |
| facette | a specialized aspect that relates to a talent and is often accredited to one of the gods (e.g. a god of agriculture) |
| principle energy | an energy that priests/monks use to produce their magic effects, increases by +1 for one day of prayers/practice |
| facette energy | an energy that priests/monks use to produce their magic effects, increases by +1 per hour of working with talents |
| energy of a region | the energies of principles and facettes depend on the regionally worshipped principles/facettes (or "gods") |
| energy of a group | a travelling group of people has its own energies for principles/facettes that it takes with them |
| wealth / worth | every character can own as much as LVL x LVL x factor (unit: "coins", which is "gold coins"), average factor is 1000 |
| load limit / weight | every character can carry as much as STR x STR x factor (unit: "pounds"), average factor is 0.5 (:2) |
| vehicle | a vehicle can be anything that carries things: boats, horses, magic carpets, etc. – they have a worth but no weight |
| carrier | this special kind of vehicle is a paid servant, will require frequent payment, is usually not a good fighter |
| freight | another sheet of paper lists all the things that are in vehicles / on carriers (they have their own weight limit) |
| item | anything that a character can own or has available to himself/herself as a servant |

| | |
|--------------------------|--|
| needs | any item "needs" a certain thing (most often: a high LVL) to be available and usable by a character |
| you don't meet all needs | if items are used without fulfilling the "needs" of that item, bad things will happen (might lose all items or LIFE) |
| item slots | for each character, the inventory overview provides 20 slots for items (may also be vehicles or carriers) |
| special item | a magic item (also called "artifact"), that has unusual features (marked with an asterisk * and has an "item card") |
| story item | an important item, that is needed for the story (marked with an exclamation mark ! and has an "item card") |
| item card | little playing card, usually provided by the maker of this game or creative story authors |
| have item ready | depending on where your things are, the time span to get them in hand and ready-to-use may vary |
| cobold gift | sometimes people (or cobolds) will give you some random item, which (by chance) is an item you already have |
| gremlin theft | those mean gremlins steal things from you and sometimes you notice that when you reach into your pockets |
| sit-in | a social event where people get to know each other and each side gets one random gift (not a story item) |
| deal | a social contract (usually between a PC and an NPC) that was sealed with an oath/vow |
| breaking a deal | usually has the consequence that either the god of light or some ruling demon or a fairy gets pissed (very angry) |
| contact / spell / recipe | there are 20 slots for each character that can be filled with contacts, spells and recipes |
| contact | a person to who the character has at least a very basic relationship (they've met and had a "sit-in" or "deal") |
| spell | the spells of a magician or the facettes of a priest, they may be changed after each game session (book needed) |
| recipe | a construction manual or a cooking/alchemy recipe, needs ingredients, a lab/forge/workshop, and time |
| ingredient | ingredient that is needed for a recipe (e.g. a wooden stick to make an axe, or a rose for a love potion) |
| needs | just like for items, any spell, recipe or contact "needs" a certain thing (most often: a high LVL) to be available |
| | |
| mount | [CHA] towards horse/dolphin/wargokk/eagle, then [DEX], can't evade while sitting on mount's back |
| boating/ships | [DEX], ship/boat travels at normal speed (crew: at least one member is "untrained" in boats/ships) |
| wheeler | [DEX], cart/chariot/carriage travels at normal speed (usually one driver/coachman only) |
| skid/runner | [DEX], sled/sleigh/skier travels at normal speed (usually one driver/coachman only) |
| piloting | [DEX], magic broom/carpet travels at normal speed, concurrent action (cast spell, read, grab, etc.): -8 |
| heat ball | [DEX], heat ball/airship travels at normal speed (crew: at least one member is "untrained" in heat ball) |
| diving boat | [DEX], diving boat/ship travels at normal speed (crew: at least one member is "untrained" in diving boat) |
| | |
| running | [DEX] to run/jogg around obstacles and [STR] for endurance check (every 10 rounds / 10 minutes) |
| swimming | [DEX] to swim/dive around obstacles and [STR] for endurance check (every 5 minutes / 10 rounds) |
| climbing | [DEX] to climb in mountain/tree/ladder/net and [STR] for endurance check (every 10 minutes) |
| swinging | [DEX] to swing on liana/rope/chain and [STR] for endurance check (after every 3rd swing) |
| jumping | [DEX] to jump over/around obstacle, distance is (STR+DEX) : 5 feet (or, with running: SPEED : 2 yards) |
| flying | [DEX] for flight maneuver with own wings/hovering and [STR] for endurance (every 10 minutes) |
| | |
| regenerate | restoration of LIFE (and MAGIC) during rest or sleep, usally +1 per 1 hour sleep or 2 hours rest |
| regenerate+X | adds a bonus for periods of rest/sleep, will only be applied once for a full 8 hours of rest and/or sleep |
| regenerate LUCK | the GM will tell the players when their LUCK is replenished, usually after an adventure, sometimes during one |
| | |
| luck: repeat failed (1x) | any fail (during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll for 1 LUCK |
| luck: repeat failed (2x) | any fail (during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll again for 2 LUCK |
| luck: repeat failed (3x) | any fail (during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll again again for 3 LUCK |
| luck: repeat blooper19 | any blooper19 (during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll for 3 LUCK |
| luck: repeat blooper20 | any blooper20 (during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll for 5 LUCK |
| have any item available | randomly discover a new item nearby or in own backpack (pay the number of the "needs" in LUCK points) |
| pray for turn of events | a prayer to the gods of fate – influence the story (if game master likes the idea it will happen, but cost d20 LUCK) |

combat rules now following: the combat rules (needed to simulate a fantasy combat with only a few combatants)

| | |
|---------------------|--|
| size does matter | GM may change any combat rule and allow or disallow any type of attack due to size differences |
| mass does matter | GM may change any combat rule and allow or disallow any type of attack due to mass differences |
| speed does matter | GM may make attacks oder defenses (much) harder if something or someone moves very quickly |
| | |
| crit1 (attack) | attack role of 1: special damage to head area (if crit1 is possible: minimum armor and maximum damage) |
| crit2 (attack) | attack role of 2: special damage to heart area or important organ (if crit2 is possible: maximum damage) |
| cripple3 (attack) | attack role of 3: special damage to arm/tentacle/etc. ([STR-X] fails: limb useless now, must regenerate) |
| cripple4 (attack) | attack role of 4: special damage to leg/wing/etc. ([STR-X] fails: limb useless now, must regenerate) |
| regenerate crippled | STR-2 for each crippling effect, 1x per day [STR] to get rid of one crippling effect |
| no crit1 | armor or magic or other reason makes a crit1 attack impossible – it's just a normal hit now |
| no crit2 | armor or magic or other reason makes a crit2 attack impossible – it's just a normal hit now |
| no cripple3 | armor or magic or other reason makes a cripple3 attack impossible – it's just a normal hit now |
| no cripple4 | armor or magic or other reason makes a cripple4 attack impossible – it's just a normal hit now |
| crit1 (defense) | great defense – may be used to make one free counter-attack now, attacker can not parry or evade or block this |
| crit2 (defense) | good defense – may be used to make one free counter-attack now |

| | |
|-------------------------|--|
| blooper19 (combat) | role of 19 in combat: attack/defense failed and injury due to stumbling or self-hit, details are determined by GM |
| blooper20 (combat) | role of 20 in combat: attack/defense failed and collateral damage to nearby allies, details are determined by GM |
| low values (1 or 2) | value of 2: crit1 is like crit2 and crit2 is normal success, value of 1: crit1 is normal success and crit2 is a fail |
| high values (19 or 20) | value of 19: blooper19 is a normal success and blooper20 is like blooper19, value of 20: blooper20 is normal fail |
| [attack] | an attack roll (usually a modified check on the DEX of the character who uses some kind of weapon) |
| must see/hear target | targets of an attacks must be visible -or- blindly attack a spot (-4) -or- blindly towards a direction (-8) |
| melee attack | physical attack in melee range, e.g. with a sword or axe or hammer or whip or spear |
| unarmed attack | physical attack in melee range, e.g. boxing with fists, kicking or grabbing (see "grab attack") |
| grab attack | unarmed attack, grab via arms/legs/tentacles/etc., hold/entangle object/enemy, if countered via parry: damage |
| collision attack | physical attack of a massive animal or monster or wrestler running towards a certain point/area |
| lancing attack | physical attack of a fast moving rider or winged creature etc., using a lance, damage +SPEED |
| riding-by attack | physical attack of a fast moving rider or winged creature etc., melee weapon, damage +(SPEED : 2) |
| SPEED+SPEED | this rules says: two attackers/things running/moving towards each other increase the relative SPEED (it's a sum) |
| spray attack | physical attack by spraying flames, acid or other, usually hard to evade (evade -4) |
| gas attack | physical attack by gas or aerosol or dust cloud, usually no evasion possible (holding breath may help) |
| ranged attack | physical attack by projectiles (arrows, throwing knives, etc.), from one of the 26 possible directions |
| 26 possible directions | eight directions: north, north-east, ..., west, north-west, x3 (level, high ground, low ground), +from above/below |
| magic attack | very quick attack by magic projectile or magic effect (it's similar to a ranged attack) |
| cut | a melee attack performed by swinging a weapon (e.g. a hammer or sword-blade), needs space, in water: - |
| thrust | a melee attack performed by stinging a weapon (e.g. a spear or sword-tip), not much space needed, in water: + |
| throw | a ranged attack performed by throwing a weapon (e.g. a throwing spear), heavy arm movement needed |
| shot | a ranged attack performed by shooting a projectile (e.g. an arrow), only a finger needs to move |
| bite | bite – grippers-nippers-bite-and-chew mouth attack, depending on teeth: sting, blade or bash damage |
| block | shield defense against ranged attacks from one of the 26 possible directions, success depends on shield size |
| parry | stop a melee attack via shield or weapon (with DEX:2 – ca. 50% DEX), durability check (not for most thrusts) |
| deflecting parry | parry-4 which allows to avoid the durability check (does weapon/shield stay intact) |
| evade | move out of harms way, be it a melee attacker or a collision attack (with DEX:2 – ca. 50% DEX) |
| evade cut | evade-4 if attack was done with a cut of a weapon that has a long blade (or blunt side or chain/rope etc.) |
| evade not if | may not evade if surrounded, sitting in saddle or has no space, possibly evade upwards (once, see next point) |
| evade upwards | -4 (jump up) or +0 (can fly), not possible if in tunnels or confined spaces or already done in this round |
| [evade] | check your evade-chance to evade a massive object closing in on your position |
| [evade/parry] | check your evade or parry to avoid being hit by a melee weapon or melee trap |
| [evade/block] | check your evade or block (shield) to protect one's self from small arrow/projectile weapon or ranged trap |
| armor | for every 4 points of armor (armor :4), the wearer of the armor may reduce damage by 1d6 |
| minimum armor | a situation where armor is reduced to "rolled a 1 with each d6", so it equals the number of dice |
| scarce armor | if the armor is 1 or 2 or 3 (doesn't reach 4) then the damage will still be reduced by 1 (by 1, not by 1d6) |
| no armor | if the armor is 0 (zero) then damage will not be reduced at all |
| natural armor | the armor of a naked creature (e.g. due to a thicker skin or chitin plates), never reduces DEX |
| additional armor | the armor that is added when wearing pieces of armor (e.g. a chain mail or an iron helmet), may reduce DEX |
| never used that armor | if a piece of worn armor is new to the wearer, all DEX reductions for all armor is doubled for a few days |
| resist (kind of damage) | protective effect of an armor, e.g. "resist bla" (resist blade) of chain mail, the damage will be reduced to 50% |
| maximum damage | a situation where maximum damage is inflicted with a weapon ("every d6 is a 6" and "every d20 is a 20") |
| min. damage | the lowest possible damage of a weapon: every die counts as 1 point (e.g. 2d6+5 damage: min. is 2+5 or 7) |
| avg. damage | the average damage of a weapon: d20=10.5, d6=3.5, d3=2, d2=1.5 (e.g. 2d6+5 damage: avg. is 7+5 or 12) |
| max. damage | the highest possible damage of a weapon: d20=20, d6=6, d3=3, d2=2 (e.g. 2d6+5 damage: max. is 12+5 or 17) |
| sting | the damage will be reduced by armor, the damage that passed the armor is reduced by half (:2) |
| blade | the damage will be reduced by armor, the damage that passed the armor will be doubled (x2) |
| bash | the damage will be reduced by armor, the damage that passed the armor will be applied normally (x1) |
| stun | damage similar to "bash", temporary stun damage will be inflicted (increases the stun level) |
| stun as 50% bash | stun damage kann always be used as bash damage (but damage is reduced to 50%) |
| blade as 100% bash | blade damage kann always be used as bash damage |
| sting as 10% bash | sting damage kann always be used as bash damage (but damage is reduced to 10%) |
| instant K.O. | damage of type "stun", combined with a "crit1" or "crit2", a [STR] must be successful to not go K.O. |
| ram | effect of certain weapons – slowly disrupts objects such as gates/walls (+1 to damage per ramming attack) |
| squeeze | keeps victim in grip, damage (bash) re-rolled each round without need for an attack roll |
| locked jaws/claws | same as squeeze, but with any mouth or claw (often sting or blade damage), re-roll damage each round |
| escape squeeze etc. | [STR-X] or kill the one who squeezes, a tool (e.g. a lever) may give bonus on STR |
| natural weapon | damage of weapons such as fists depends on the race (and body size), see rules for creating custom races |
| collision damage | natural weapon that causes damage, if the SPEED is 5 or higher, 2d6 stun, attack +2 |
| more collision damage | increases with higher SPEED (+50%/+100% for 15+/30+ SPEED), and weight (is fat / has iron body: +50%) |
| less collision damage | decreases with lower SPEED (-50%), and weight (is very thin / has soft body: -50%) |

| | |
|---------------------------|--|
| stamping damage | natural weapon: big attacker (two sizes bigger than target) runs over smaller thing/creature, 2d6 bash, attack -2 |
| magic hit | some magic attacks hit the target with things like fire, lightning, wind, ice, etc. and do damage |
| fire damage | variable chance to ignite things, no real defense, keeps burning a few rounds (-1 die per round) |
| acid damage | durability of items temporarily decreases by damage (if zero or less: destroyed), keeps burning (-1 die per round) |
| burning | effect of fire/acid weapons – example: 3d6 fire damage does 3d6 in 1st round, 2d6 in 2nd round, 1d6 in 3rd round |
| chance to ignite | chance of fire/lightning weapons (the GM defines how high it is) to ignite an object (keeps burning, ongoing fire) |
| ongoing fire | fire that keeps burning, eats up objects and living beings, expands, GM defines the effects and the damage value |
| cancel burning | it's possible to quench burning fire/acid and to extinguish an ongoing fire (methods may vary – GM decides) |
| poison damage | amount of damage varies, interval of damage varies (e.g. once per hour), duration varies (e.g. d6 hours) |
| stun poison | does not do any damage (but the stinger/tooth may do), increases stun level, may reduce INT or DEX for a while |
| mind poison | causes a mental effect instead of damage, effect will last for a while |
| pushes | effect of certain weapons/situations – pushes enemy 1d6 steps forward in addition to the usual weapon damage |
| pushes 2d6 | effect of certain weapons/situations – pushes enemy 2d6 steps forward in addition to the usual weapon damage |
| pushes 3d6 | effect of certain weapons/situations – pushes enemy 3d6 steps forward in addition to the usual weapon damage |
| wind attack | the damage is: the push distance (in steps) and the bash/stun damage when crash landing on ground/wall |
| gush attack | the damage is: the push distance (in steps) and the bash/stun damage of the water impact and the crash damage |
| fatigue | after a long hike or due to starvation/disease/poison/spells/etc. STR may be reduced (GM says by how much) |
| using heavy weapons | weapons that require a lot of STR may lead to [STR] and if that fails: d6 rounds no attacks (GM says when) |
| sparring fight attack | during sparring the attack value is halved (doesn't use potential for deadly attacks and it's sparring) |
| sparring fight injury | blooper20 during attack or defense hurts the other one, blooper19: hurts self (by falling or running into weapon) |
| sparring weapon | special (padded or blunt) weapon for rookies/noobs, usually causes only stun damage (even when blooper) |
| falling damage | one d6 per yard (meter) and no protection possible |
| heavy person/object | 100 pound: double falling damage, 1000 pound: triple falling damage, 10000 pound: 4x, 100000 pound: 5x, etc. |
| light person/object | < 10 pound: always minimum falling damage (each die is a 1), < 1 pound: minimum damage and half the dice |
| controlled jump/fall | may opt to use a [DEX] in order to reduce the number of dice of damage, bloopers cause half damage (one die) |
| uncontrolled fall | must roll a [DEX] if thrown down cliff (or wall/roof/tower/etc.), a balancing tail turns it into a controlled fall |
| unconscious during fall | can't do a [DEX], can't do controlled jump/fall, always add a d20 to the falling damage |
| falling [DEX] success | successful: remove one die of falling damage (after the rolling), crit2: remove two dice, crit1: remove four dice |
| falling [DEX] blooper | blooper19: add two d6 to the falling damage, blooper20: add two d20 to the falling damage |
| fall: slope/stair | number of dice is halved (the overall height of slope/stair counts), for stairs: add a d20 to the falling damage |
| fall: water/goo/etc. | number of dice is halved if jumping/falling into water/goo/swamp/oil/etc. |
| fall: haystack | number of dice is zero if jumping/falling into haystack, if haystack too small or altitude too high: half falling damage |
| fall: trees | jumping/falling into trees from above: half number of dice for the length of trees (e.g. 8 dice for 16 yards high tree) |
| stand up (heavy armor) | lying → kneeling in 2 rounds, kneeling → standing in 2 rounds, with successful [DEX]: 1 round (not 2) each |
| stand up (light/no armor) | lying → kneeling in 1 round, kneeling → standing in 1 round, with successful [DEX]: lying → kneeling in 1 round |
| lying | lying means that you can not really parry or block (only evade, but with -4), mobility (SPEED) is 1 (roll sideways) |
| kneeling | kneeling means that you can not really evade (only parry or block, but with -4), mobility (SPEED) is zero |
| fly up | depends on size, weight and type of wings, human: 1 yard (meter) per round (2 if prior [DEX] was successful) |
| climb up | depends on size, weight and climbing speed, human: 0.5 yard (meter) per round (1 if prior [DEX] was successful) |
| special attack | an attack that achieves a special effect and is tested against a reduced value |
| force crit1 | if crit1 possible, attack that leads to same result as a regular crit1 (minimum armor, maximum damage), attack -8 |
| force crit2 | if crit2 possible, attack that leads to same result as a regular crit2 (maximum damage), attack -8 |
| force cripple3 | if cripple3 possible, attack that leads to same result as cripple3 ([STR] or arm/tentacle/etc. is disabled), attack -8 |
| force cripple4 | if cripple4 possible, attack that leads to same result as cripple4 ([STR] or leg/wing/etc. disabled), attack -8 |
| swingblow | if possible (with that weapon): may hit 2 nearby enemies with a swinging blow (long blade or staff), attack -2 |
| long swingblow | if possible (with that weapon), may hit 2 enemies with a long swinging blow (very long blade/staff), attack -2 |
| runner's attack | directly run towards enemy, hit with full power, damage + (SPEED :2), attack -8 ("reach target" already included) |
| do zone hit | area of effect damage (e.g. colossal hammer or small explosion), attack +4 (needs evade -4 or d6 LUCK) |
| do large zone hit | large area of effect damage (e.g. medium-sized explosion), attack +8 (needs evade -8 or spend d20 LUCK) |
| do very large zone hit | very large area of effect damage (e.g. big explosion), no attack needed (no evade, but may spend 2d20 LUCK) |
| intercepting attack | if some enemy has shorter attack range and is closing in, the one with longer range may attack now (INI changes) |
| counter escape attempt | if someone tries to escape from a fight, the one who is still fighting may attack once now |
| passing attack | if someone moves under the eyes and inside range of an enemy, the enemy may attack once now |
| attack from behind | if attack happens from where the enemy has no vision, the defense is harder: evade/parry/block -4 |
| attack unsuspecting | if attack against unsuspecting target/victim, i.e. an ambush happens: [INT-X] to do evade/parry/block |
| attack sleeping | if target/victim is sleeping, d20 LUCK can be spend to awake just in time for a reaction |

| | |
|------------------------|--|
| all-out melee attack | aggressive melee attack (+1 die or attack +4), loses evade/parry/block, other modifiers may apply |
| is already all-out | some attacks are already all-out, e.g. collision attacks or stamping attacks |
| full melee attack | no distance travelled to reach target – the usual mode of attacking (attack +/-0), other modifiers may apply |
| half melee attack | maximum of (half SPEED) is needed to reach target – may attack, but with attack -4, other modifiers may apply |
| run-to-reach | maximum speed (value in SPEED) needed to reach target – may attack, but attack -8, other modifiers may apply |
| grab-and-toss | two-phase wrestling attack (1st: grab attack, 2nd: toss around via [STR]) |
| grab-and-throw | three-phase wrestling attack (1st: grab attack, 2nd: lift up via [STR], 3rd: throw via [STR]) |
| grab-and-hold | wrestling attack (grab attack, then immobilize enemy – GM determines the effect, may reduce DEX to zero) |
| grab-and-choke | wrestling attack (if possible: grab neck, choke, +1 stun per round and no regeneration, -1 LIFE per round if K.O.) |
| resist toss | resisting the second phase (toss around) of a grab-and-toss attack (via a [comparative STR]) |
| resist throw | resisting the second phase (lift up) of a grab-and-throw attack (via a [comparative STR]) |
| escape grab | if possible: [STR-X] (X is number of current grabbers) to escape all currently holding grabbers |
| number of grabbers | max. number of concurrent grabbers varies by body size of grabbers/grabbed and arm/tentacle size |
| grab/pull anything | GM may improvise rule when for grab/pull (e.g. grab shield of enemy or a [comparative STR] to pull an enemy) |
| net level | several degrees of being trapped in a net (or comparable), a number from 1 to 999, for every 10 points: DEX-1 |
| escape net | action to reduce the "net level" by 1d6 (usually needs a blade, sometimes [DEX] is enough) |
| escape rope | a blade attack or cutting (cut rope) or a [comparative STR] (wrest the rope from the rope-holder) |
| escape chain | a heavy bladed attack (split chain) or a [comparative STR] (wrest the chain from the chain-holder) |
| stun level | a number from 0 to 999, if the stun level is higher than remaining LIFE, that living being goes K.O. |
| stun damage | increases the stun level (e.g. 9 stun damage penetrated the armor – so stun level goes up +9) |
| stun regeneration | the amount of stun which is reduced per round (if not K.O.) or per minute (if K.O.), usually it is -1 per round/minute |
| enormous stun/bash hit | mighty hit with bash/stun damage (GM decides) – [STR] to stay awake and +d20 stun |
| freeze level | a number from 0 to 999, each time the number gets higher than remaining LIFE, [STR] or DEX-1, frozen if DEX=0 |
| freeze damage | increases freeze level too, no real defense (fur or other things give "resist ice" – reduces "freeze damage" by half) |
| freeze regeneration | points of DEX can be regained: +1 per minute each time that the freeze level is below the remaining LIFE |
| animate metal | a spell that lets the metal mage control or disable an enemy that wears a full-body metal armor |
| animated plate armor | [STR] failed: marionette for 1 round, blooper19: controlled for 2 rounds, blooper20: controlled for 3 rounds, ... |
| animated plate armor | [STR] successful: can't move but not controlled, crit2: can't walk but may attack/parry, crit1: is free for 1 round |
| animated metal helmet | a "comparative INT vs STR" to change the looking direction of the helmet wearers against their will |
| animated mail armor | any DEX reduction for mail armor is doubled |
| animated brocade | clothes that contain little metal fibres: DEX is reduced by 1 |
| mage robes | only mage robes (worn without other clothes/armor) may give a bonus during spell casting |
| brocade robes | mage robes that contain fibres of metal (especially gold and/or silver) give an even better bonus for spell casters |
| S+S | fighting with two small weapons (allows for 2 attacks instead of one) |
| S+tool | fighting with a small weapon in the main hand while carrying a lockpick/etc. in the other, alternative tool attack |
| S+shield | fighting with a small weapon in the main hand and shield for blocking in the other: attack -4 |
| S only | fighting with a small weapon in the main hand while leaving the other empty (e.g. to open doors) |
| M+shield | fighting with a medium weapon in the main hand and shield for blocking in the other: attack -4 |
| M+tool | fighting with a medium weapon in the main hand while carrying a torch/etc. in the other: attack -4 |
| M only | fighting with a medium weapon in the main hand while leaving the other one empty (e.g. to open doors) |
| M+M | fighting with two medium weapons (allows for 2 attacks instead of one): attack -4 |
| M+S(P) | fighting with a medium weapon in the main hand while holding parry-aid in other hand: parry +1 |
| L (2H) | fighting with a large weapon, held with both hands (to increase damage and/or attack range) |
| L (1H) | fighting with a large weapon in one hand (if possible – bows need two hands): attack -4, parry -8, damage -4 |
| L+shield | fighting with a large weapon in the main hand and shield for block/parry in the other: attack -4, damage -4 |
| M+horse | fighting with a medium weapon in the main hand while riding on horse: attack -4, damage +(SPEED :2) |
| L+horse | fighting with large weapon (not a lance) in main hand while riding on horse: attack -8, damage +(SPEED :2) |
| ranged+horse | fighting with a ranged weapon while riding on horse back: attack -4 and double reload cycle duration |
| ranged+shield | fighting with a ranged weapon (e.g. throwing weapons or crossbow) while using shield for block/cover: attack -4 |
| shield only | brawling with only a shield (in the left hand) and fist punches with the other one, brawl attack -4 |
| tool attack | attack with tool (e.g. a torch or a book), GM estimates damage and type of attack (e.g. like club or handaxe, -4) |
| shield attack | usually damage of type "stun" (whole shield) or "bash" (if has a shield boss) or "sting" (if has a stinger) |
| 4-handed combat | not the same as "two fighters", see game rules for examples or ask GM if certain action is possible (may have -4) |
| defense only | nothing but evade/parry/block this round: +1 on evade/parry/block, no movements, no actions, no attacks |
| arrow catcher | catch flying projectile with [DEX:5], hand hit: if number roled during DEX check was higher than DEX |
| allyshield | parry for nearby ally, with half your parry (so [parry:2]) |
| bodyguard | safety push: [DEX], bodyguard jump: [DEX], carry [STR] |
| allystrike | enemy defense minus (number of allies), max. 2 simultaneous attackers possible |
| allycombo | team: combined magic and range attacks possible (to combine melee or wrestling too: training needed) |

| | |
|---------------------|---|
| melee weapon | weapons used in direct hand-to-hand combat (i.e. for melee attacks) |
| melee range | usually there's only one melee range but sometimes it matters: pike > spear > sword > dagger > brawl > wrestle |
| wrestling | attack by grabbing/holding/tossing/throwing others with the arms/tentacles/horns/etc. |
| brawl | attack with bare hands (or feet/claws/headbutt/etc. or artificial claws/gauntlets/helmets/etc.) |
| handaxe | some kind of weight (usually a rock) which is used to crush or crack open the target |
| dagger | very small, bladed weapon with a pointy tip – good for backstabbing, not so good as a tool |
| knife | very small, bladed weapon with a pointy tip – good as a tool, not so good for backstabbing |
| axe | top-heavy bladed weapon that needs pinpoint accuracy, crit1 or crit2: must pull out weapon with [STR] |
| broadaxe | top-heavy bladed weapon with a large-headed axe blade, may have other attacks (e.g. stun) |
| slasher | top-heavy weapon with long blade (e.g. a machete or falchion) |
| sickle | top-heavy weapon with concave blade (old bronze age swords or harvesting tools or orcish blades) |
| saber | balanced blade weapon with long blade, often curved or jagged to increase the damage |
| sword | balanced blade weapon with long blade and tip |
| stiletos | full-iron thrusting-only weapons like the stiletto or the estoc or the epee |
| hammer | top-heavy blunt weapon that needs pinpoint accuracy for effective hits, may have other attacks (e.g. an axe blade) |
| club | top-heavy blunt weapon with a large-headed tip, there are spiked versions (see spikeclub) |
| spikeclub | top-heavy weapon, has large-headed tip with spikes or nails, crit1 or crit2: must pull out weapon with [STR] |
| baton | balanced blunt weapon (e.g. a bat or tonfa) |
| spear | long stick with a pointy tip, used to stab enemies from distance, attacking runner/rider: damage +(SPEED : 2) |
| staff weapon | long stick with a blunt edge, used for the staff-fighting fight style, usually good for parry too |
| lance | very long weapon, for lancing from horse, attack vs rider: damage +(2x SPEED), vs ground: damage +SPEED |
| glaive | long stick with a slasher attached, two-handed fighting style |
| scythe | long stick with a scythe blade attached, two-handed fighting style |
| halberd | long stick with axe and spear head, two-handed fighting style, crit1 or crit2: must pull out weapon with [STR-4] |
| stomper | long stick with a top-heavy blunt tip, used for push attack or to smash enemies lying on the ground |
| monkspade | long stick with bladed tip, used for push attack, some may be used as a spade (shovel) too |
| pike | very long (and heavy) weapon (XL), with pointy tip, used by 2 people, attacking runner/rider: damage +SPEED |
| whip | long leather rope or chain (with or without spikes) or normal rope (no weight attached at tip), no parry possible |
| flail | some kind of weight attached via a rope or chain (e.g. ball-and-chain or agricultural flail), no parry possible |
| chainsticks | 2 or 3 sticks interlinked via rope or chain, usually for very quick martial arts attacks, no parry possible |
| net/rope/chain | using nets, ropes, chains, threads, etc. to increase "net level" of a target, also eastern art form of bondage |
| | |
| ranged weapon | weapons used in long-distance combat (i.e. for ranged attacks) |
| the three ranges | for every ranged weapon there is a "short", a "medium", and a "far" range, chance/damage/distance may vary |
| thr.weight | throwing weights are primitive or improvised projectiles (e.g. small rocks, bottles, dwarfire-bottles) |
| thr.knife | throwing weapon with a bladed tip, if attack roll was higher than 10, each d6 is only a 1 |
| thr.axe | throwing weapon with a bladed head, if attack roll was higher than 10, each d6 is only a 1, heavy, a lot of damage |
| thr.star | throwing weapon with many smaller bladed tips, usually less damage than a throwing knife |
| thr.flail | a rope or chain and a weight attached, is whirled around 4 rounds and then released towards the enemy |
| thr.disc | a sharp bladed discus (throwing disc), trained disc throwers may be able to let the disc bounce off several times |
| thr.spear | a spear that is thrown (ranges: 10y,20y,40y) (hit: +0,-4,-8) (damage: +0,+0,+0), blocked: the shield is useless now |
| grenade | metal ball filled with dwarfpowder, has fuse as timer, explodes d6 rounds after thrown (same time in that round) |
| ballrope | two weights linked via a rope or chain, will increase the "net level" when it hits |
| slipknot-rope | a rope with a slipknot that is used to catch some creature (e.g. used by "cowboys" to catch cows) |
| thr.net | net (mesh of strings) thrown towards enemy, often has weights and/or hooks, increases the "net level" |
| tripwood | also called boomerang (by the natives who invented it), may return after miss (if no blooper19 or blooper20) |
| thr.weapon in melee | same damage, attack modifier is +0, parry modifier is -4, type of attack is cut or thrust (depending on weapon) |
| blowgun | long tube filled with small dart-like arrows, attacker blows air into it – the small dart is usually poisoned or cursed |
| sling | piece of leather or fabric that is whirled around and then released to hurl stones or clay/lead weights |
| bow | flexible lath with bowstring (e.g. hunting bow, longbow, warbow, rider's bow), quick reload |
| crossbow | flexible bow mounted on a stick, usually can be loaded and fired using only one arm/hand, precise, easy to learn |
| firearm | pistol/gun of dwarvish manufacturers (e.g. hand cannon, thunder pow, dragon foot, polygon tube), dwarfpowder |
| firethrower | man-portable firetube, used together with metal backpack or support troops providing dwarfire ammo |
| | |
| siege weapon | very heavy and large weapons that are used during a siege, during a battle or when fighting titans |
| ram | massive object used to slowly disrupt gates or walls (e.g. siege ram or 20 orcs with 1 tree trunk) |
| firetube | huge firethrower, usually used on ships or to defend a dwarven fortress, uses dwarfire as ammo |
| ballista | semi-direct shooting weapon (giant crossbow with shooting angle of 40 degrees), for rod or ball ammo |
| catapult | indirect shooting weapon (e.g. an onager or a trebuchet), usually for (giant) ball ammo or fire pots, area hit ([10%]) |
| cannon | direct firing weapon of dwarvish manufacturers, dwarfpowder shoots cannon balls or canister shot |
| mortar | indirect firing weapon of dwarvish manufacturers, dwarfpowder shoots (big) cannon balls, area hit ([10%]) |
| | |
| reload bow | for every d6 of the bow's damage you need 1 round to reload |
| reload crossbow | for every d6 of the crossbow's damage you need 3 rounds to reload (needs the STR that is needed for the item) |

| | |
|-----------------------------|--|
| quick reload crossbow | for every d6 of the crossbow's damage you need 2 rounds to reload (needs 2x the STR needed for the item) |
| reload firearms | for every d6 of the firearm's damage you need 4 rounds to reload |
| reload firetube | 10 rounds needed to pour a new barrel of dwarfire into the weapon |
| reload ballista | for every d6 of damage 10 rounds to reload, for every d20 of damage 30 rounds to reload |
| reload catapult | for every d6 of damage 100 rounds to reload, for every d20 of damage 300 rounds to reload |
| reload cannon | for every d6 of damage 10 rounds to reload, for every d20 of damage 30 rounds to reload, long pause if too hot |
| reload mortar | for every d6 of damage 10 rounds to reload, for every d20 of damage 30 rounds to reload, long pause if too hot |
| bow draw duration | bow can only be kept drawn for (STR x 2) rounds (dwarven bow: STR x 10 rounds, but not the dwarven war bow) |
| str. bow draw duration | if STR is same as "needed" it can be kept drawn for (STR :2) rounds, if STR is 1 more than needed: (STR) rounds |
| crossbow draw duration | a crossbow can be kept drawn for at least d6 hours without taking any harm (if harm: -1 to damage as of now) |
| unhook bow string | to keep harm from the bow's frame, the string will be unhooked after d6 days (if harm: -1 to damage as of now) |
| 1x shot | typical attack with bow, crossbow, musket etc. – attack once with that weapon, then reload |
| 1x throw | typical attack with throwing knife, throwing axe, throwing spear, etc. – throw item from the hand towards target |
| 2x shot | special attack with some ranged weapons – may attack twice (e.g. double crossbow or double musket) |
| 2x throw | special attack with throwing weapons, needs training – throw two items from one hand towards target |
| ½ shot | attack with repeating weapons (e.g. repeater crossbow) – one attack, then reload one round |
| repeater reload | at least 1 round per projectile or 10 rounds to change magazines (if it has magazines), e.g. repeater crossbow |
| whirling the sling | ranged attack that needs heavy whirling arm movement before attack (e.g. sling, thr.flail, ballsrope), +4 rounds |
| | |
| prepare spell | usually a spell needs to be prepared (cast words, magic gesture, etc.) but can be kept ready for a few rounds |
| keep spell ready | a spell can be kept ready for (INT) rounds but must then be used and will cost the full MAGIC for that spell |
| quick spell | a quick spell can be cast in one round (when it's the spellcaster's turn of initiative) |
| normal spell | a normal spell is prepared in the first round and cast in the second round (+10 on initiative in round two) |
| ritual | a ritual needs a longer period of time (usually hours, but can be minutes, days or weeks too) |
| quick magic | spellcasters with very high INT may start to channel spells through thoughts and "quickfire" spells |
| | |
| half-sword | possible with longsword (and longer sword): +1 die for thrust, +4 attack, -8 parry, shorter range |
| reverse half-sword | possible with swords that have a crossguard: +1 die for cut, bash instead of blade, -4 attack, -8 parry |
| batten hit | possible with solid staffs (like quarterstaff): +2 dice for cut (bash), -4 attack, -8 parry, longer range |
| change one's grip | to change from half-sword (or batten hit) to normal grip (and vice versa): one simple action (one round of time) |
| | |
| durability | item can receive this damage without breaking (1 more: [90%], >double: [50%], >triple: [10%] to stay intact) |
| [durability<X broken] | all items with durability less than X break at this point (e.g. because heroes fell deep or were hit by shock wave) |
| durability in combat | GM may use "durability rule" whenever: shield/object gets attacked, blade/bash attack parried, armor piece got hit |
| durability of fist/leg/etc. | natural weapons have values for durability too, if broken: limb damaged (must regenerate), might be K.O. now |
| changed durability | durability may be lowered or increased due to acid or freezing or earth magic or ice magic |
| | |
| extremely sharpened | add 2 dice (next d6 hits), possible for broad or single-edged (katana, falchion, machete, halberd, glaive, scythe) |
| well sharpened | add 1 die (next d6 hits), not possible for narrow or wedge-shaped blade (barbarian axe, rapier, etc.) |
| normally sharpened | the usual damage (for many hits – GM tells when the blade became blunt) |
| blunt blade | the usual damage, but "bash" instead of "blade" (no double damage after armor) |
| | |
| initiative order | the order in which characters act during a round, the one with the highest initiative value acts first |
| initiative value | has higher value of INT = attacks first, ranged/spell is ready gives +10, if it's a draw: [comparative d20] |
| ranged/spell not ready | archer must draw bow, magician must speak magic words: normal initiative value (no +10) |
| the four stances | the four stances are: "normal" or "ranged/spell" or "all-out melee" or "defend only" |
| stance: normal | moving (also see "reach target"), attacking or simple/complex actions (like pulling a lever or drinking a potion) |
| stance: ranged/spell | attack with ranged weapon (1 or 0 rounds needed to reload) or spell (1 or 0 rounds needed to cast), 0 = ready |
| stance: all-out melee | see "all-out melee attack" (no evade/parry/block, gives either +1 die to damage or +4 to attack value) |
| stance: defend only | +1 bonus (or +2/+3/+5 if pro/expert/master) for parry/evade/block, no attacks or other actions, no movements |
| which stance? | at the beginning of each round, all combatants are asked for their stance (order: from lowest initiative to highest) |
| do actions | all combatants may do actions now (order: from highest initiative to lowest) |
| changed initiative | intercepting attack, counter escape attempt, passing attack and spells may change the initiative (doing of actions) |
| | |
| simple action | can be done in one round, examples: draw weapon, grab lever or rope, push door handle, equip hat, say word |
| complex action | multiple smaller actions or actions that need more than one round, some typical examples will follow |
| get item from container | time needed ranges from 1 round (is the only item in a pocket/belt) to 1 day (specific coin in large treasure chest) |
| drinking a potion | 1st: grab potion, 2nd: uncork flask (using mouth or hand), drink (human: 2 rounds, giant: 1, dwarf: 8, runt: 32) |
| writing a note | depends on size of letters and quality, quick: 0.5/1/2/4 symbol per round for untrained/pro/expert/master writer |
| lockpicking | taking one's time: needs 20 rounds (and +1/+2/+4/+8 bonus) or else 3d6+2 rounds (and +0/+1/+2/+4 bonus) |
| time counter | the needed time span in rounds, counter starts at zero, is always defined by the GM (or by the adventure) |
| reduced time counter | less time needed because "not taking one's time" or "working under stress" or time spells or speed drugs |
| repeat an action | see "second attempt" (or use LUCK), the time counter starts at zero again |
| | |
| defeated enemy | the LIFE of an enemy dropped to zero or below – that enemy is defeated, but will regenerate (if possible) |

| | |
|---------------------------|---|
| death blow | a defeated enemy gets killed (we take no prisoners and there are no survivors) – usually angers fate gods / fairies |
| devastating defeat | very high damage inflicted upon target or object – game master considers this an instant automatic death blow |
| slowly dying | person is below 1 point of LIFE and suffers damage due to poison, illness, fire, ice, bleeding – not much time left |
| dramatic dying | last few words of a strong character (soul leaves body shortly after, character is now permanently dead) |
| negative LIFE | detailed rule: if LIFE goes below -100% someone dies, a good/bad fairy may leave a hero/fiend to restore 100% |
| fatal wound | some kinds of attack may be fatal due to vulnerabilities and also executions (e.g. decapitation) are lethal too |
| bleeding | wound that causes the loss of 1 point of LIFE per round and ultimately death (can be used for a heroic rampage) |
| last action | the final action of a dying character (can be anything, use [INT] or [STR] to prove that the character is still able) |
| | |
| pierced surface | some needles stick in skin surface of a person (or arrows in skin of a giant or spears in colossus): just pain, INT-1 |
| pierced body | an arrow or bolt sticks through person (or needle through pixie, or knitting needle through a cat): DEX -1 |
| strongly pierced body | a spear, lance, pole sticks through person (or knitting needle through pixie, or arrow through a cat): DEX -1d6 |
| just pain | INT -1, lowest level of pain, e.g. because of several needles sticking in the skin of a human |
| pain | INT -1d6, medium level of pain, if INT now below 1 then loses consciousness, re-roll if pain triggered again |
| strong pain | INT -1d20, highest level of pain, if INT now below 1 then loses consciousness, re-roll if pain triggered again |
| | |
| just scars | CHA -1 (is CHA +1 in barbaric warrior tribes), minor scars, but visible (in the face, usually) |
| scarred | CHA -1d6 (is +1d6 in barbaric warrior tribe), re-roll if scarred again (number can not become smaller, only higher) |
| strongly scarred | CHA -1d20 (is +1d20 in barbaric warrior tribes), re-roll if strongly scarred again (number can not become smaller) |
| | |
| horrors of war | [INT-X] to stay in combat (not for Berserker etc.), X depends (usually 1d6 for minor horror ... 3d6 for major horror) |
| heroes ignore horror | players can decide to do whatever they want – they don't roll [INT] for their courage or willpower (or panic) |
| or don't they? | for more advanced roleplayers who prefer to play a role and not themselves: maybe horror even effects PCs |
| panic level | for every [INT-X] that has been a fail, the panic increases (+1) which means: all four attributes deteriorate (-1) |
| extreme panic | if (at least) one of the attributes sinks to zero or below, a certain type of panic illness starts to show... |
| types of panic illnesses | which are: "confusion" (INT<1), "negative aura" (CHA<1), "catatonia" (DEX<1), "heart attack" (STR<1) |
| lower panic level | for every hour the panic will be reduced by 1, but a panic illness typically is permanent (good healer needed) |
| | |
| luck: avoid hit before | before the attacker rolls for attack you can opt to spend 1 LUCK (no magic hits or zone hits – see zone hit) |
| luck: avoid normal hit | instead of defense against a normal hit, you can spend 2 LUCK to not get hit by that attack (no magic hits) |
| luck: avoid cripple hit | instead of defense against a cripple3 or cripple4 hit, you can spend 3 LUCK to not get hit by that attack |
| luck: avoid crit hit | instead of defense against a crit1 or crit2 hit, you can spend 4 LUCK to not get hit by that attack |
| luck: avoid magic hit | instead of defense against a magic hit, you can spend 5 LUCK to not get hit by that attack |
| luck: avoid hits 1 round | avoid any hits (be it normal, crit, cripple or magic hits) for one round by spending 7 LUCK |
| luck: repeat failed (1x) | any fail (during combat, during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll for 1 LUCK |
| luck: repeat failed (2x) | any fail (during combat, during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll again for 2 LUCK |
| luck: repeat failed (3x) | any fail (during combat, during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll again again for 3 LUCK |
| luck: repeat blooper19 | any blooper19 (during combat, during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll for 3 LUCK |
| luck: repeat blooper20 | any blooper20 (during combat, during [INT] or [DEX] or [CHA] or [STR] or [LVL]) – repeat die roll for 5 LUCK |
| have any item available | randomly discover a new item nearby or in own backpack (pay the number of the "needs" in LUCK points) |
| prayer for turn of events | a prayer to the gods of fate – influence the story (if game master likes the idea it will happen, but cost d20 LUCK) |
| zone hit | area of effect damage (e.g. colossal hammer or small explosion), evade -4 or spend d6 LUCK to find cover |
| large zone hit | large area of effect damage (e.g. medium-sized explosion), evade -8 or spend d20 LUCK to find cover |
| very large zone hit | no escape – may spend 2d20 LUCK to find a hiding place (like a rabbit hole or a safe/strongroom) |