

FRAGGED KINGDOM NPC Sheet

Henchmen/Troop	Hit (+2)	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Resources
Defence	Armour	Movement	Bodies	Durability	Max Momentum = Number of Attacking Bodies						
Def vs Tac	16	Weapon Attribute Value	3	Stealth	+2	Cmb Order	0	Max Weight	Avg PC Resources		
Weapon Notes:											
Traits:											
Used Ammunition											

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Weapon Notes:											
Traits:											
Used Ammunition											

Name: Race: Avg PC Resources: NPC Type:

Body Attributes

Head Attributes

Cover Steps

Str

Ref

Mov

Foc

Int

Wil

Random Damage

1

2

3

4

5

6

0 Attribute = Death

Variations:

Traits:

Def

10 + Ref + Cover +

vs Tac

Defence + Str +

Body

Arm

Head

Arm

at 0 End

Combat Order

Maximum Momentum

Stealth

End

10 + (Str x5) +

Recovery

Focus +

1) Light Cover

2) Heavy Cover

3) Entrenched, +Int x3 Defence

Weapons	Hit (+2)	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Resources
Limbs	*	1	1	1st	Str-2**	1	Infinite	-	-	Tackle.	-
Natural, Small, Blunt. *Hit +Str with Tackle Action. **+2 End Dmg OR +7 Max Rng if you have a Improvised Weapon (torch, sword hilt, chair or stick).											
Used Ammunition											

Strong Hit	Requirements	Result
Critical Hit	May Crit OR vs 0 Endurance, Hit, 1 use per Attack (unless Ship)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Roll.



Henchmen/Troop		Hit (+2)	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Resources
Defence		Armour		Movement		Bodies		Durability		Max Momentum = Number of Attacking Bodies		
Def vs Tac	16	Weapon Attribute Value		3	Stealth	+2	Cmb Order	0	Max Weight		Avg PC Resources	
Weapon Notes:												
Traits:												
								Used Ammunition				

Name: _____ Race: _____ Avg PC Resources: _____ NPC Type: _____

Body Attributes

Str Ref Mov Foc Int Wil

Head Attributes

Def vs Tac

Cover Steps

1 2 3 4 5 6

Random Damage

0 Attribute = Death

Variations:

Traits:

Def 10 + Ref + Cover +

vs Tac Defence + Str +

Body Arm Head Arm

at 0 End

Combat Order

Maximum Momentum

Stealth

Int +

Foc +

2 +

End 10 + (Str x5) +

Recovery Focus +

1) Light Cover

+Int Defence

2) Heavy Cover

+Int x2 Defence

3) Entrenched, +Int x3 Defence

Immune to Critical Hits if you have Endurance.

[illegible]

Name: _____ Race: _____ Avg PC Resources: _____ NPC Type: _____

Body Attributes

Str
Ref
Mov
Foc
Int
Wil

Random
Damage

1
2
3
4
5
6

0 Attribute = Death

Variations: _____

Traits: _____

Combat Order

Maximum Momentum

Stealth

Int + =

Foc + =

2 + =

Def vs Tac

10 + Ref + Cover + =

Defence + Str + =

Body Arm
Head Arm
at 0 End

End Recovery

10 + (Str x5) + =

Focus + =

[illegible]



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Henchmen/Troop	Hit (+2)	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Resources
Defence _____	Armour _____	Movement _____		Bodies _____	Durability _____	Max Momentum = Number of Attacking Bodies					
Def vs Tac <u>16</u>	Weapon Attribute Value <u>3</u>			Stealth <u>+2</u>	Cmb Order <u>0</u>	Max Weight _____	Avg PC Resources _____				
Weapon Notes: _____											
Traits: _____											
							Used Ammunition				

Name: _____ Race: _____ Avg PC Resources: _____ NPC Type: _____

Body Attributes

Str
Ref
Mov
Foc
Int
Wil

Head Attributes

Def
vs Tac

Cover Steps

1
2
3
4
5
6

Random Damage

0 Attribute = Death

Variations:

Traits:

Def 10 + Ref + Cover + =

vs Tac Defence + Str + =

Body Arm =

Head Arm =

at 0 End

Combat Order

Maximum Momentum

Stealth

Int + =

Foc + =

2 + =

End 10 + (Str x5) + =

Recovery Focus + =

Adjacent to an Ally
Reduce all End Dmg by 2

1) Light Cover
+Int Defence

2) Heavy Cover
+Int x2 Defence

3) Entrenched
+Int x3 Defence
Immune to Critical Hits if you have Endurance.

[illegible]

Strong Hit 	Requirements	Result
Critical Hit	May Crit OR vs 0 Endurance, Hit, 1 use per Attack (unless Ship)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Roll.



Reference Sheet

Repair

12t	Alter: Retro Spend 2 Food.	14c	Quick-Fix: Heal 1 or repair 1 Building. Spend 1 Lumber or Stone.	16c	Restore: Heal all 2 and repair 1 Building. Spend 2 Lumber and Stone.
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Levy (16 – Peasants)t May be performed once a week per PC, per Holding.

Oppress	Gain Loot = Wealth +2. Reduce your Current Renown by 1.
Tax	Gain Treasure = Wealth –2.
Work	Fields, Woods or Hills produce Trade Goods again.
Muster	Costs 1 Food. Gain a Retainer.
Develop	Reduce your Fields, Woods or Hills Max by 1. Increase your Fields, Population or Security Max by 1.
Transport	Move 10 Trade Goods from this Holding or move 5 Trade Goods to this Holding.

Mass Combat Dice Types

Unskilled	If involved in a melee and a "1" is rolled: remove that Combat Die from this combat.
Skilled	Standard rules.
Veteran	Rolls of "5 or a 6" count as a Strong Hit. Resistant to Ranged Combat Dice.
Leader	May bring back an Unskilled Combat Die.
Ranged	Strong Hit: Mass Damage may affect non-Veteran dice that are not currently contributing to the current Combat Skill Roll.
Long Distance	May only be removed from the combat with the GMs permission (ie: it is engaged in a melee or by Ranged Long Distance).
Siege	May remove Solid Defence Combat Dice.
Defence	May only be used if your opponent is assaulting your position. Able to contribute to multiple Combat Skill Rolls per round. May only use 4d6 Defence die from one source at a time.
Solid	May only be removed by Siege Combat Dice.

Regaining Ammo Or at a Holding or suitable vendor, or regained from the environment (ie: defeated foes).

Thrown	At the end of each Combat (or mid-combat with the GMs permission).
Bow	Regain 1d6 Ammo at the end of each Combat.
Potions/Alchemy/Wyld	Gain access to a suitable Workshop (or spend a Potion Trade Box).
Enchantment	At the end of your game session.
Companions/Mounts/Summons/Retainers	When the GM says it is appropriate.

Companion Combat Actions, 1 per Turn

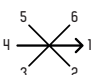
Companion Attack Move, Attack, May Crit	+1d6 Hit per Attacking Body. +1 End Dmg per Attacking Body. Momentum 1: Your next Attack gains +1d6 Hit.	Companion Prep Move	Reload a Weapon or make a Skill Roll (eg: Stealth). Roll +1. No bonuses from other sources.	Mount Attack Attack, May Crit	Hit: +Wil. Momentum 1: Your next Attack gains +1d6 Hit.
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Personal Combat Actions, 2 per Turn

Tactical Actions	Defensive Actions	Offensive Actions
Encourage Move	Full Move Move	Assault Attack, May Crit
Prepare	Guard Move*, Attack	Tackle Move, Attack
Ready Attack Attack*, May Crit	Quick Strike Attack, May Crit	Charge Move, Attack, May Crit

Attack Roll Formula	+3d6 +Hit	vs	Targets Defence
	–2 per Rng Increment outside your Ideal Rng.		Gain a free Critical Hit vs Targets with 0 Endurance.

Splash Scatter
Scatters distance = 1d6 in a random (roll 1d6) direction.
Weapons with 'Splash' Keyword only.



Healing

10	First Aid: Stops Bleeding May be performed during Combat.	12t 12t	Extended Care: Heal all 1 and 1 Condition (GM permission). Requires: Toolkit.
12	Patch-Up: Heal any 3 Damage dealt that Combat. Maximum of 1 Patch-Up per 4 Characters. Requires: Toolbox.	16t	Surgery: Heal one 8 and 1 Condition (GM permission). Requires: Workshop.

Personal Combat Effects

Grabbing	As with Grabbed Effect but may remove as a Free Action.
Limited Vision	Targets gain: Light Cover or Heavy Cover (Blind, Pitch Black).
Prone	Cost 3 Movement to Change. Moving one space costs 2 Movement while Prone. You create no Zone of Control.
Stealthed	May not be Targeted. Lost if you make a visible attack or lose Cover.

Tackle Effects

Escape	Remove Grabbing Character Effect from your Target.
Grabbed	–1 Action per Turn. May Move with Target if you have higher Str.
Push	Target is forced to move 2 spaces directly away from you.
Trip	Target goes Prone. Target is forced to move 1 space in any direction.

Non-Combat Travel Max Travel Distance = 10 days per spare Slot.

Starvation Per 2 full days you're without Supplies.
Each PC takes 1 Damage (no Armour) to a random (1d3) Attribute.
Each Companion loses 1 Body, down to a minimum of 3.

Hunt & Gather –50% Daily Travel Distance for 4 days.
Spare Time Roll (GM sets difficulty) to regain Supplies.

Push Forward +200% Daily Travel Distance for the first day.
–50% Daily Travel Distance for future days.
Supplies consumed 6 days faster.

+0% to +100% Speed	Along a river, mounted (but with no wagons) and/or road.
+100% Speed	Mounted (but with no wagons) and/or road.
+100% to +400% Speed	Ship.
–25% Speed	Scarce hunting, gathering and/or water, sickness, many wounded, wagon, large group by land and without a road, dense foliage, mountains, desert, etc...
–50% Speed	Dense foliage, mountains, desert, etc...